

# GUITAR CHEAT SHEET



## Recording Guitar Amps

- Use a cardioid dynamic microphone
- Place the microphone up close to the speaker
- Start with microphone halfway between center and edge of cone. Then experiment with position angle to find tone
- Find tone in context of mix - doesn't have to sound good in solo
- Can use a reference and try to match the tone
- Spend plenty of time adjusting the tone on the guitar and amp. Want to do as little as possible in mix.
- Change tone for overdubs and additional takes.
- Record cleaner than expected, guitars sound more distorted when recorded. Can use amp simulation on a recorded guitar to dial in more distortion.
- Turn off amp reverb .
- Size of amp doesn't matter. Many guitarist like the tone of very small amps for recording, like Jack White.

## Recording Guitar Direct

- Just record DI. Using an amp simulator is much easier in a home studio. If recording DI, still vary guitar tone for takes and dubs. Use a proper DI box.
- Set levels properly if DI. Can be quite transient. Peaking no higher than -10dBFS.
- Can reamp later if recorded with DI. But need a reamping box - trust me , it doesn't work otherwise.

## Recording Bass

- Record direct in a home studio. Miking a bass amp at home is a bad idea. Low frequencies are the most problematic in a home studio. Control tone in mix with an amp simulator.
- Use a proper DI box. Also use pedals if you have them - I like to record bass with a compression pedal and virtual tube amp pedal.
- Make sure you set levels properly.
- Adjust tone to suit song in context of mix. What would work best? Dull and powerful? Or bright and snappy?

## Amp Simulation Tips

- Use a proper DI when recording
- Use your usual pedals (as they go before amp)
- Make sure gain staging is good. Will have effect on tone of amp. Can use gain control or a trim plugin.
- Get a good tone with amp controls, don't rely on EQ. Like a real amp.
- Be more subtle with EQ settings, rather than some extreme templates that appear on loading.
- Reduce low end on tone controls, don't need it.
- Don't adjust tone in solo.
- Use different settings for overdubs
- Use a low-pass filter to remove top end sizzle, most amp sims do this anyway, but can do yourself too.
- Dark/tape saturation good for removing harshness and making sound warmer, can put on group buss

- Can create a space to make the amp sim sound more natural. Try moving mic back for more room sound. Try short, subtle small room reverb

## Mixing Electric Guitar

- Never mix in solo. This used to really mess me up. Just turn up the channel if you can't hear the changes.

- Mute unnecessary parts and mics (no more than 2 overdubs in most cases e.g. one hard left, one hard right).

- Focus on getting the balance right before processing.

- Apply processing on the group buss.

- Cut lows and highs, you don't need them.

- Don't be afraid to boost upper mids.

- Give each part it's own chunk of the frequency spectrum. Don't boost two different guitars at the same frequency.

- Use amp simulation on real amp recordings if you want to make the tone more interesting or add more distortion.