

## Mixing in Studio 1

The best way to use the Oram desk for mixing, is to connect the MOTU Outputs into the line inputs on the patchbay using a number of patchleads, as the "Tape in" facility on the desk is not comprehensive enough. Ultimately you can configure it whichever way you want, and still use the "Tape In" for some tracks, but remember that the Aux/EQ & fader flip switches are slightly limited. (When AUX EQ is flipped, only 4,5,6,7/8 are available to the Monitor Channel).

So once you've connected MOTUHD192 Out XX to Line Input XX, you'll need to select Line at the top of channel strip & ensure that the Mic switch is deselected. The procedure for setting the gain and routing is exactly the same as for setting a mic signal.

### Aux Sends

To send a channel to an effects box, go up to the corresponding aux send ( e.g. Roland SRV330 on Aux 1), press the button down to make it Post-fade, and then turn the aux send up. Don't forget to make sure the middle Aux Masters are turned up.

The effects box outputs are routed back into the Fx returns, which are situated below the Aux masters -these are stereo, so the SRV330 will come in on Return 1 & 2. Its often useful to return the effects outputs to a couple of channels using the line inputs, as these can then be eq'd, routed to a subgroup, routed to another fx box or even itself.

### Processors

To compress or gate a signal, patch the devices using the Send (Outs) & Returns (Ins) on the patchbay.

### Sub-Groups

To group several channels together you make use of the Assign buttons at the top of the channel strip.

So if you wanted to group your drum kit together, disable the L-R button on each and enable 17/18 for example.

On channels 17 & 18, press down the "Sub Master Enable" button. Also ensure that the Tape in & Mic In button are up. The Monitor Fader now becomes a group fader and can be routed to the main L/R mix by pressing the dark grey button as normal. To compress the entire drum submix, just patch in a stereo compressor to the insert send & returns on group inserts 17/18.

### Recording back into computer

Depending on what you want to record is how you'd go about this. If you wanted to bounce one channel (say a vocal on channel 8 which was being eq'd & compressed) then you should just select Input 8 on a mono track within logic, and then record the entire length of the vocal track. N.B The computer may be set to monitor input, so it will echo the input to whichever out is selected in Logic - its often safer to mute the new audio track whilst recording.

If you want to record the drums down (which you'd grouped to 17/18) as a stereo mix, then patch in two cables from Group Out 17/18 into MOTU192 input 1 & 2 on the patchbay, and then just create a stereo audio track, and select input 1/2. Mute the track before record enabling otherwise it could well feed back if your drums are playing out 1 & 2.

As with any recording, make sure you check the levels going into the computer interface.

Always make notes when bouncing any tracks, as you may find you'll have to make some adjustments and bounce again at a later stage. I find it useful to make use of "Save As" with logic when making any significant changes so you'll end up with several different Logic files e.g. Mysong001, Mysong002 etc

You may also find you lose stereo width and quality when bouncing, so do compare against the recorded version against the original.

It can be useful when mixing in stages to record the entire mix after each session, so you have a reference point next time you start mixing, and can check on different speakers. Just patch from Main Outs on patchbay into 2 inputs on MOTU192 and create new stereo audio track to record onto. Ensure this is muted before recording.

### Recalling previous settings

You need to write down any settings you make on the desk, processors and effects, as well as how you've patched them in. It can be useful to describe pot positions as times e.g 9 o'clock, 12 o'clock etc if there's no particular legend, otherwise use specific values e.g dB, ms. Track sheets can also be used, or quickest way is to take photos.