

MIXING TASK (Signal Flow)

Author: Rich Speller Music (www.richspeller.co.uk)

The screenshot of the mixer below is replicating the mixer of the demo you were just played. It is a guideline only, but it is important in respect of “signal flow.” Signal Flow is the order in which your sound travels through channels in the mixer. You will notice in the example below that the Noise Gate is situated before the gain, this is because if you place the gain before the noise gate and you turn up the gain it will effect the noise gate i.e. you would then need to change the original settings in the noise gate to get the required effect from before. This can ring true for everything else.

The screenshot displays a digital audio workstation (DAW) mixer interface with 16 channels and a master section. Each channel strip includes a fader, gain knob, and various processing modules like EQ, Compressor, Noise Gate, and Inserts. The channels are labeled at the bottom: Snr Up 1, Snr Up + 2, Snr Down 3, BD1 4, BD2 5, Mid Tom 6, Hat 7, OHL 8, OHR 9, Bass 10, Rhythm 11, Lead 12, Decks 13, Mini A bas 14, Reverb, Side Chain, PC, Stereo Out, and Master. The interface shows a detailed signal flow for each channel, including input, processing, and output stages.

