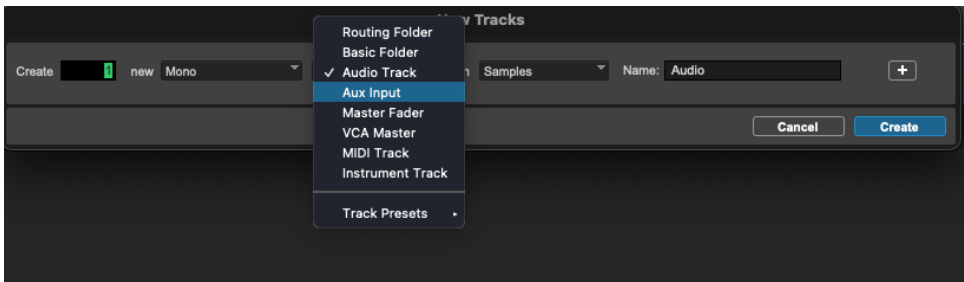


Pro Tools - Adding and Using Reverb

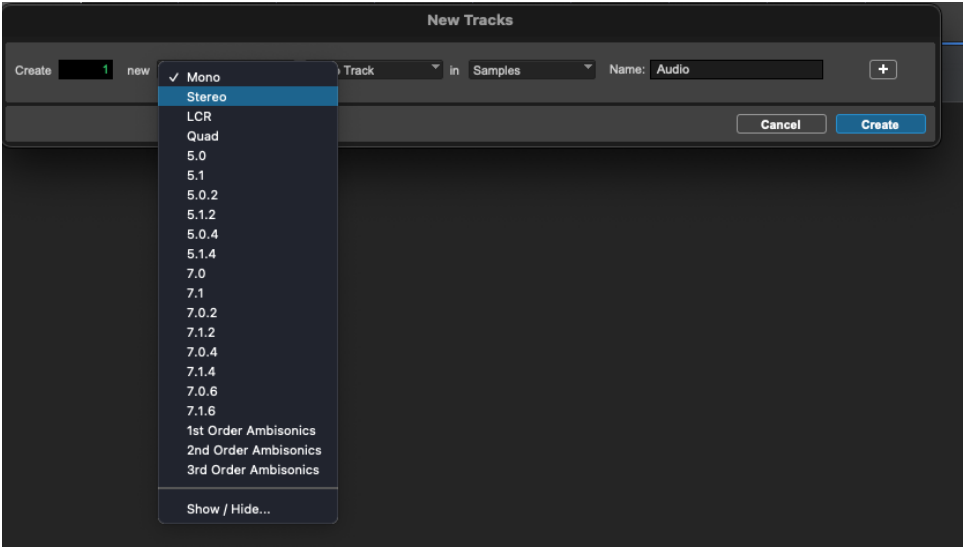
Adding and Using Reverb/Echo in your mixes.

Reverb tracks are typically auxiliary inputs, meaning that you'll send a copy of your original signal to a separate channel, and



c
at
e
d
to
re
v
er
b.

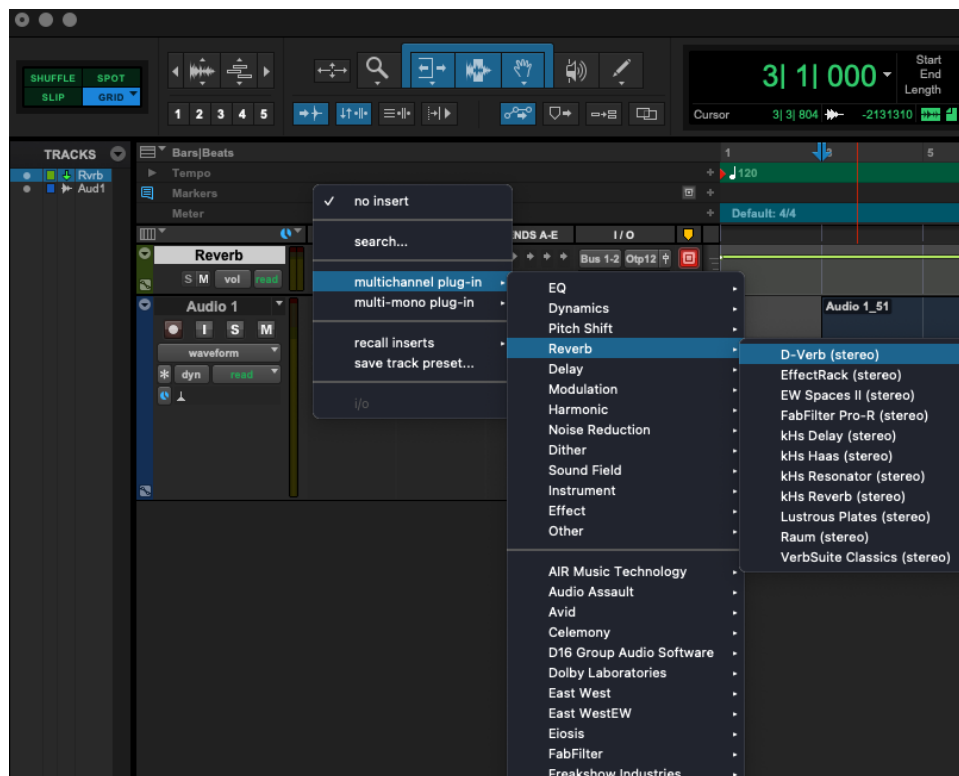
T
o
cr
e
at
e
a
n
a
u
x
i
l
i
a
r
y
,
pr
e
s
s
C
o
m
m
a
n
d
+
S
h
i
f
t
+
N
to
cr
e
at
e
a
n
e
w
tr
a
c
k
,
a
n
d
c
h
o
o
s
e
"
A
u
x
i
l
i
a
r
y
I
n
p
u
t
"
fr
o
m
th
e
tr



In the drop down menu to the left, choose either "Stereotype" if you're working in stereo, or "5.1" if you're working in surround.

A
t
t
h
e
f
a
r
r
i
g
h
t
,
y
o
u
c
a
n
a
l
s
o
c
h
a
n
g
e
y
o
u
r
t
r
a
c
k
n
a
m
e.
I'
v
e
n
a
m
e
d
m
i
n
e
"
R
e
v
e
r
b"

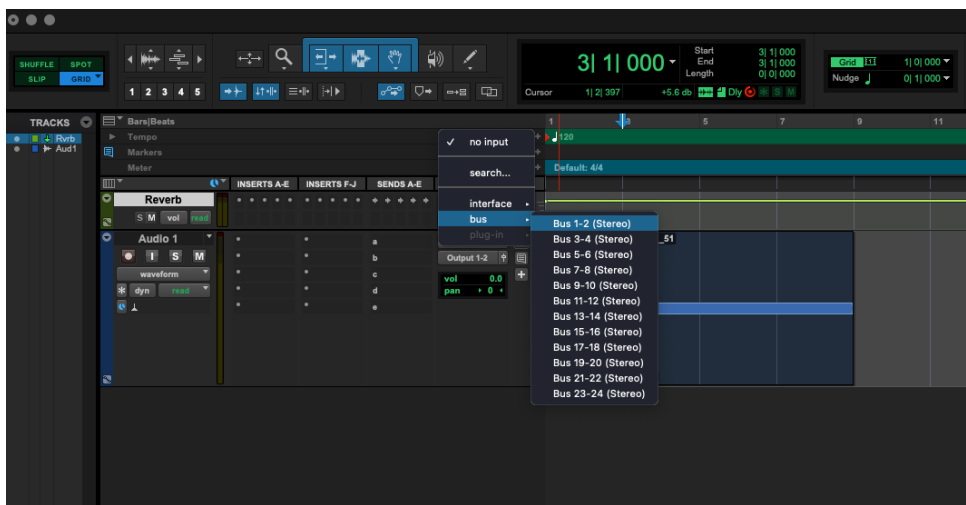
Now we need to insert a reverb plug-in on our track. Click on an insert slot and select your desired reverb plug-in.



Ensure that the "mix" on your plug-in is at 100%.

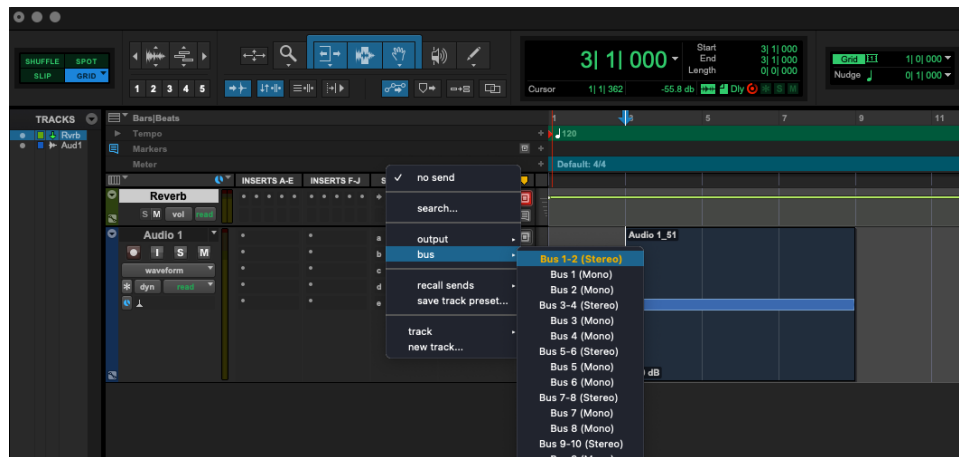


Our audio channel needs a dedicated signal at the bus to route our original signal to.



C
l
i
c
k
t
h
e
I
n
p
u
t
s
l
o
t
i
n
t
h
e
I
/
O
s
e
c
t
i
o
n
a
n
d
c
h
o
o
s
e
a
n
a
v
a
i
l
a
b
l
e
b
u
s.

To send your original signal to the reverb track, click on a send slot and choose your desired signal bus.



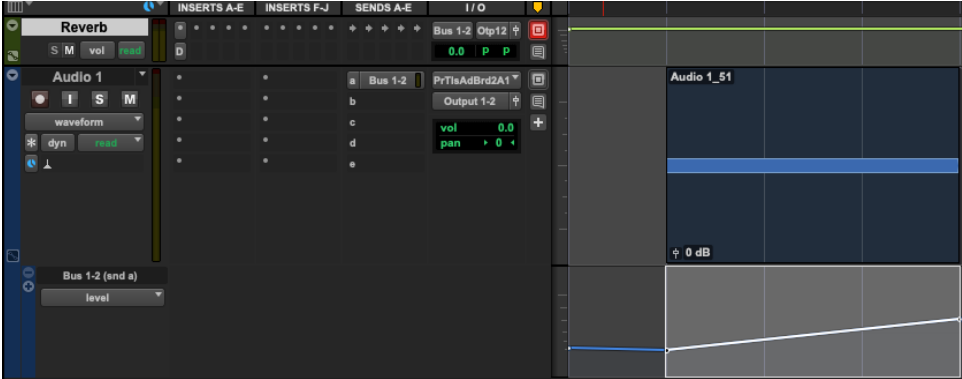
[illegible][illegible]

a
s
a
n
y
p
a
n
n
i
n
g
in
fo
r
m
at
io
n,
m
a
k
e
s
ur
e
th
at
th
e
"
F
M
P
"
b
ut
to
n
is
s
el
e
ct
e
d.
T
hi
s
b
ut
to
n
w
ill
a
ut
o
m
at
ic
al
ly
fo
ll
o
w
y
o
ur
tr
a
c
k
p
a
n
n
i
n
g

on your send as well. (Ex: Your original signing panel from left to right. With FMP engaged, your send will also panel left to right, so

y
o
u
r
r
e
v
e
r
b
w
i
l
l
f
o
l
l
o
w
y
o
u
r
o
r
i
g
i
n
a
l
s
i
g
n
a
l
)

If
y
o
u'
d
l
i
k
e
t
o
a
u
t
o
m
a
t
e
y
o
u
r
s
e
n
d,
p
r
e
s
s
t
h
e
s
h
o
w
a
u
t
o
m
a
t
i
o
n
l
a
n
e
s
b
u
t
t
o
n
a
n
d
s
e
l
e
c
t
y



o
ur
b
u
s
s
e
n
d
le
v
el
. N
o
w
y
o
u
c
a
n
dr
a
w
in
a
n
y
a
ut
o
m
at
io
n
y
o
u'
d
li
k
e.
