

MUSICAL DYNAMICS



- The loudest vs. the quietest moment of an *entire song*.
- This is the typical definition of dynamic range in music.
- To control this range (during the mix), use volume automation.

MACRO DYNAMICS

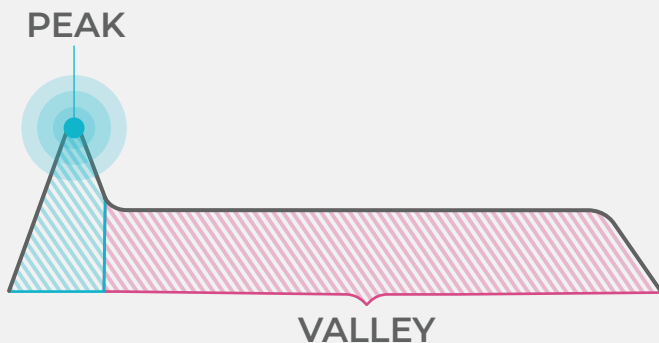


- The loudest vs. the quietest moment of an *instrument's performance*.
- Balancing a mix requires control of this range for each instrument.
- To control this range, use volume automation and compression.

MICRO DYNAMICS



- The loudest vs. the quietest moment of a *single note*.
- Also known as the volume envelope, or an instrument's unique pattern of loudness.
- To control this range, use compression, saturation, or limiting.



THE VOLUME ENVELOPE

- A sound's volume over time, which helps to create its unique tone.
- The *peak* is the "transient" of a note. It helps give punch and presence.
- The *valley* is the "sustain" of a note. It helps give thickness and length.
- Affecting the envelope with compression will change a sound's tone.