# PSEUDO sidechaining on MD

Posted by johnathon doe - 2009/10/26 07:32

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Ok, so you can't do an ACTUAL sidechain INSIDE the MD.

But, you can get close TO THE SOUND of it

1. go to the DYN area in the MASTER FX

2. set the ATCK around 9 o'clock.
   we want to have a fast attack, fast to the left - slow to the right.

3. set the REL somewhere close to 1 or 2 o'clock.
   we want a quick release of the compressor, fast to the left - slow to the right.

4. set the TRHD somewhere around 11 o'clock, maybe more on the 1 o'clock side.
   we want a moderate threshold, low threshold to the left - high to the right.

5. set the RTIO to around 3 o'clock
   we want a good-sized ratio rate the compressor works on.
   1:1 ratio - all the way left, 1:256 ratio all the way left.
   usually you want somewhere in a 4-16:1 ratio on your compressor to have
   a drastic effect (one you can distinctly hear).

6. set the KNEE all the way left.
   we want a hard knee, hard to the left - soft to the right

7. set the HP around 7 or 8 o'clock.
   we want to let some, but not all of the high frequencies through
   no high pass all the way left, all high pass all the way right.

8. ok, compare compressed sound with non-compressed sound.
   you can do this from here by using the MIX setting.
   uncompressed - all the way right
   compressed - all the way left

9. based on what you hear, raise the OUTG to give you a relative volume match
   when compressed to when it's uncompressed.

That's it...now this isn't a true sidechain.  That would have to allow for a specific
signal to effect the compressor.  Instead, we're setting the compressor to react to low and loud sounds first and fast!

With these settings you'll probably notice the bass drop a little, but that's because it's working. We want to have the kick
hit - but not drown out the other frequencies.

This is what sidechaining is supposed to do.  In the case of deadmau5, eric prydz, etc...they've exaggerated the effect
and you get the pronounced ducking sound.

I may have made some errors, so please say I'm wrong?!!? :D

peace

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# Re:PSUEDO sidechaining on MD

Posted by Smoof - 2009/10/26 08:57

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Perhaps you should mention, that this only works well when not having any bassline running on the MD, especially
between the kicks, that would destroy the effect and result in a muddy sound...

for the rest, im also doing it this way, but one should play with the settings, the effect depends on the kit and how the
sequence is composed. sometimes its very nice to have some hihats with long decay (i like the efm-cc for that) and then
kick in the bassdrum!

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## Re:PSUEDO sidechaining on MD
Posted by johnathon doe - 2009/10/26 09:03

_____

certainly...these are not in stone...all values are to be tweaked to your own taste.

i wish i had everything figured out! :D

Yes, based on my settings a long decay bassline or other low frequency sounds
will cause a muddy sound....but then you can then alter the dynamics based on this.....another reason to cut low
frequencies when they are not necessary.

peace

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## Re:PSUEDO sidechaining on MD
Posted by GeneralBigBag - 2009/10/26 09:36

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johnathon doe wrote:

7. set the HP around 7 or 8 o'clock.
   we want to let some, but not all of the high frequencies through


I think you mean 'low frequencies' here. Also - isn't this just 'compression' - the compressor is reacting to the loudest
sounds in the mix, which could be the kick in this case. This will make the mix pump, but that's a different thing altogether.

I don't know about you, but I find that the MD compressor distorts pretty horribly when it's compressing low-frequency
material with a fast release - it's good for gentle control, but I usually just use it as a safety, rather than as an acutal
dynamics tool.

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## Re:PSUEDO sidechaining on MD
Posted by heckadecimal - 2009/10/26 13:21

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GeneralBigBag wrote:
johnathon doe wrote:

7. set the HP around 7 or 8 o'clock.
   we want to let some, but not all of the high frequencies through


I think you mean 'low frequencies' here. Also - isn't this just 'compression' - the compressor is reacting to the loudest
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material with a fast release - it's good for gentle control, but I usually just use it as a safety, rather than as an acutal
dynamics tool.

^Truf.

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## Re:PSUEDO sidechaining on MD
Posted by johnathon doe - 2009/10/26 13:58

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heckadecimal wrote:

GeneralBigBag wrote:
johnathon doe wrote:

7. set the HP around 7 or 8 o'clock.
   we want to let some, but not all of the high frequencies through

I think you mean 'low frequencies' here. Also - isn't this just 'compression' - the compressor is reacting to the loudest sounds in the mix, which could be the kick in this case. This will make the mix pump, but that's a different thing altogether.

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^Truf.

yes, like i said it's not ACTUAL sidechain, but it gives a pseudo effect that people are trying to achieve these days.

original post edited to reflect wording

and the HP is something you can use to taste very much.  it DOES effect high frequency.
higher settings allow more of the high frequency through the compressor without effect.

I agree that if you have a short ATCK and try to put the REL less than 12 o'clock it REALLY distorts.

If you get distortion, try lengthening the ATCK and make sure the REL is on the right side of 12 o'clock.

peace

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# Re:PSEUDO sidechaining on MD
Posted by lcvl - 2009/10/26 15:48
_____

regarding distortion when compressing low freq sounds, in my experience that's pretty normal when you use attack/release times shorter than the actual wavelenght of the sound itself.
It's not just the MD...
As a rule of thumb, always use longer values when compressing bass drums and bass sounds.

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# Re:PSEUDO sidechaining on MD
Posted by Opuswerk - 2009/10/26 16:03
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How I do it, sidechaining with the MD is to use the LFO of the kick to affect the VOL of the element I want to sidechain, which is usually the bass. But this can also be done using other sounds, like the hihats influencing a shaker line for example, also try having it affect the filter. Sidechaining really is about setting up an fx chain, where one sound will trigger a compressor, a filter or a gate of another element of the track.

I haven't tried what you propose yet, so I'm not sure as to how it does actually sound. But from my experience I wouldn't do it in such a way as it'd more muddy up the low-end than anything else...

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# Re:PSEUDO sidechaining on MD
Posted by Toni - 2009/10/26 16:29
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Another way to play with dynamics:

1. Take your regular MD pattern
2. Add CTRL-EQ machine

3. Route LFO to EQ-GAIN, with exponential curve inversed
4. Program trigs all over the pattern to make it sway

B)

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# Re:PSEUDO sidechaining on MD
Posted by tIB - 2009/10/26 16:30
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Ive added this to the wiki here: http://elektron-users.com/index.php?option=com_openwiki&Itemid=43&id=compressor

Any editting needs doing go ahead and change it...

BTW I would really encourage any additions to the wiki... things like this where a detail of the machines are clearly outlined are perfect. :)

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# Re:PSEUDO sidechaining on MD
Posted by amenbrother - 2009/10/26 16:33
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lcvl wrote:
regarding distortion when compressing low freq sounds, in my experience that's pretty normal when you use attack/release times shorter than the actual wavelenght of the sound itself.
It's not just the MD...
As a rule of thumb, always use longer values when compressing bass drums and bass sounds.:)

Also I find it better to use lfos to make it pump nicely. U can use different trigg tracks to achieve a sorts of pumping. On the negative side sometimes u got to sacrifice a track.

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# Re:PSEUDO sidechaining on MD
Posted by johnathon doe - 2009/10/26 16:44
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you know what's cool about this thread?

it shows you how cool the md is.

all of us are working on different techniques/ideas/solutions.

peace
 :backslap:

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# Re:PSEUDO sidechaining on MD
Posted by ipassenger - 2009/10/26 17:55
_____

Opuswerk wrote:
How I do it, sidechaining with the MD is to use the LFO of the kick to affect the VOL of the element I want to sidechain, which is usually the bass. But this can also be done using other sounds, like the hihats influencing a shaker line for example, also try having it affect the filter. Sidechaining really is about setting up an fx chain, where one sound will trigger a compressor, a filter or a gate of another element of the track.

I haven't tried what you propose yet, so I'm not sure as to how it does actually sound. But from my experience I wouldn't do it in such a way as it'd more muddy up the low-end than anything else...

+1 this is more like a true side chain, There is no need to use any machine, just use a blank one if ya want, that way it

can be independant of the kick and continue to duck the signal when you mute the kick.. if that's your bag. :D

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# Re:PSEUDO sidechaining on MD
Posted by ipassenger - 2009/10/26 17:58
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amenbrother wrote:
lcvl wrote:
regarding distortion when compressing low freq sounds, in my experience that's pretty normal when you use attack/release times shorter than the actual wavelenght of the sound itself.
It's not just the MD...
As a rule of thumb, always use longer values when compressing bass drums and bass sounds.:)

Also I find it better to use lfos to make it pump nicely. U can use different trigg tracks to achieve a sorts of pumping. On the negative side sometimes u got to sacrifice a track.

DOh! sorry i kinda repeated this. Sorry.

With regards to comp settings, just use either a fast attack/slow decay or slow attack/fast decay or keep them both pretty slow, that should prevent the Amplitude modulation caused by them being too short.  I do think the dials on the MD for comrpessor times are too geared towards the very short times though.

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# Re:PSUEDO sidechaining on MD
Posted by TrondC - 2009/10/27 00:09
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Smoof wrote:
sometimes its very nice to have some hihats with long decay (i like the efm-cc for that) and then kick in the bassdrum!

that's one of the effects I want :) I also imagine that a straight noise-signal being ducked by the BD should be nice for techno/house sound.

(will read the rest of the thread now..)

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# Re:PSEUDO sidechaining on MD
Posted by amenbrother - 2009/10/27 00:33
_____

johnathon doe wrote:
you know what's cool about this thread?

it shows you how cool the md is.

all of us are working on different techniques/ideas/solutions.

peace
 :backslap:
Nice one,

I use a variant of your techniqe as well often i a combination with lfo one Opuswerk described first(missed his answer:blush: ). Mostly to get a more regular compressor pump, which is nice too. Check Machine 009 on my myspace for some pumping. Its very obvious when the rides enter.
Per

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# Re:PSEUDO sidechaining on MD
Posted by Veets - 2009/10/27 05:19

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lcvl wrote:
regarding distortion when compressing low freq sounds, in my experience that's pretty normal when you use attack/release times shorter than the actual wavelenght of the sound itself.
It's not just the MD...
As a rule of thumb, always use longer values when compressing bass drums and bass sounds.

You know what's funny about this is that despite the frequency of the sound (as long as it is somewhat low, e.g., BD or toms), and despite the compressor settings (anything smaller than 75-80), the MD compressor noise is always the same pitch. Maybe an acoustical physicist will explain this to me somedayB)

Also the MD compressor's artifact noise is much more noticeable to me than any other compressor I can think of, including the Mono's compressor.  So as a rule of thumb, I'd go outboard (the FMR comps are nice, small and inexpensive) but I will give some of these other strategies a go (esp. the LFO trigs).

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# Re:PSEUDO sidechaining on MD
Posted by TrondC - 2009/10/27 05:26
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allright, I thried this, and it does indeed sound like the sound I hear in so much music (both good and very cheezy). it took some noodling with the EQ to not make the BD have a metallic ringing sound to it, but works like a charm with the long-decay hihats :)

now, to take this further, I will, when I get more cables, send the Monomachine to the MD inputs, through the dynamix and see how well this works with drums, pads and all.

tried lowering volume on parts, but I don't find that it makes much of a difference imo...

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# Re:PSEUDO sidechaining on MD
Posted by EmTeX - 2009/10/27 06:40
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Nice tips, thanks.
If i need a "sidechaining" on the md ( rides, basslines), i simply route the Lfo from the desired track to the volume parameter. Lfo waveform is a negative exponential decay. Then set the triggers on the desired steps ( lfod p-lock with the desired value and lfos p-lock with the desired value).
Thats it.
Sound good but sometimes if a do p-locks with the volume parameter, it makes weird crackles and/or noises. Does anybody know why this happens?

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# Re:PSEUDO sidechaining on MD
Posted by parallelpark - 2009/10/27 09:16
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Toni wrote:
Another way to play with dynamics:

1. Take your regular MD pattern
2. Add CTRL-EQ machine
3. Route LFO to EQ-GAIN, with exponential curve inversed
4. Program trigs all over the pattern to make it sway

B)

And if you route your kick to a separate output, it won't be affected by the EQ-GAIN.  Everything on the main outs can duck under the kick.

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# Re:PSEUDO sidechaining on MD
Posted by Veets - 2009/10/28 05:21
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EmTeX wrote:

Sound good but sometimes if a do p-locks with the volume parameter, it makes weird crackles and/or noises. Does anybody know why this happens?

I get this too.  It seems to happen when there is a sharp shift from a low value to a high one or vice versa.  The filter then clicks or pops.

What sometimes works for me is to use Slide.  As an example, here is one way to go from low volume to high.
Suppose you have:
kick - - (rest) - - (rest) - - (rest) - - kick ....
P-lock the previous note at a low volume and slide it to the next one with a high volume.  I.e.,
kick - - (rest) - - (rest) - - (p-lock) - - kick ....
Use the other settings (like Decay) to make the p-lock sound stop quickly.  This way the previous sound will cut off before the volume goes up, so you won't hear it.  The MD will slide to the high volume and not click.

This trick can sometimes require some fiddling around to get it to work the way you want it to, but it can stop a lot of the crackles/pops.  ;)

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# Re:PSEUDO sidechaining on MD
Posted by GYS - 2009/10/28 09:41
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Toni wrote:
Another way to play with dynamics:

1. Take your regular MD pattern
2. Add CTRL-EQ machine
3. Route LFO to EQ-GAIN, with exponential curve inversed
4. Program trigs all over the pattern to make it sway

B)

Good idea!  ;)   I have simulated a wobbling tape hiss in a similar way; using a random LFO to modulate the EQ on the highest freqs of a droney hi hat pattern.  Worked great!

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# Re:PSEUDO sidechaining on MD
Posted by EmTeX - 2009/10/28 19:02
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thanks, will try this tonite

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# Re:PSEUDO sidechaining on MD
Posted by previewlounge - 2009/10/31 17:13
_____

cheers for this thread, lots of brilliant information.

parallelpark wrote:
Toni wrote:
Another way to play with dynamics:

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1. Take your regular MD pattern
2. Add CTRL-EQ machine
3. Route LFO to EQ-GAIN, with exponential curve inversed
4. Program trigs all over the pattern to make it sway

B)

And if you route your kick to a separate output, it won't be affected by the EQ-GAIN. Everything on the main outs can duck under the kick.

yep, doing this right now, sounds awesome :)

another cool factor: the MnM is inputting through the MD A/B inputs (using two input machines: FA, FB ), being effected by the MD Ctrl-EQ machine's trig sequence.

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# Re:PSEUDO sidechaining on MD
Posted by TrondC - 2009/11/11 17:30
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allright, I used the pseudo-sidechain in a track, sounds awesome in my ears ;)

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# Re:PSEUDO sidechaining on MD
Posted by Lampeo - 2009/11/11 22:46
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What is side chaining?

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# Re:PSEUDO sidechaining on MD
Posted by TrondC - 2009/11/11 23:40
_____

Lampeo wrote:
What is side chaining?

you know in certain house tracks, when a bassdrum comes in, the rest of the mix sounds like it's dropping in volume each time there is a kick drum? that effect is called sidechaining, and is widely used in techno and house music. the blatant example is "Call on me", the awful eric prytz track, or pretty much anything done my Deadmau5 :)

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# Re:PSEUDO sidechaining on MD
Posted by Lampeo - 2009/11/12 01:04
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If anyone can post a sample for me to hear what it sounds like that be awesome, I am new to this...so please forgive me for the lack of knowledge

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# Re:PSEUDO sidechaining on MD
Posted by TrondC - 2009/11/12 01:53
_____

http://www.youtube.com/watch?v=h7ArUgxtlJs

when the bassdrum kicks in, you hear all the other sounds "duck" under the bassdrum, this is to free up space for the energy-rich bassdrum so that the bassdrum is heard load and clear, and it also gives the impression that the rest of the music is "pumping" to the rythm. very usefull effect for bringing dance music more alive

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## Re:PSEUDO sidechaining on MD

Posted by 214 - 2009/11/12 02:02

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get creative with sidechaining and don't just duck to the bassdrum like most do.  You can sidechain to anything, it's fun with hihats.

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## Re:PSEUDO sidechaining on MD

Posted by TrondC - 2009/11/12 17:39

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yeah, sidechaining can be used in many ways, I was just pointing out the obvious sidechain "sound" that we all know from the familiar bassdrum ducking :) so, so set up a fake side chain so that everything ducks under the hihats, how does that work with the MD compressor?

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## Re:PSEUDO sidechaining on MD

Posted by 214 - 2009/11/12 23:24

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yea, sorry mate.  wasn't directed at you.  just general since lately it's used so much in tracks.

i'm not sure how to do this with the md.  i just do it in ableton by mirroring the kick sequence i have on the md.

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