



## FAQ

Updated 04<sup>th</sup> Dec, 07

by Boris Nonte

[www.toxeen.com](http://www.toxeen.com)

Monzter Guitars I & II are well-stocked with a specifically rich and powerful sound, ready to rock. You don't really have to make your mind about pre-amps, distortions and recording techniques – it all comes out of the box.

So far, so good. But – what does it really sound like in the overall mix, including drumkit(s), bass, synths and more ? Here are some frequently asked questions about how to get the best out of the sample package in regard to any further mixing processes.

### • **Monzter Guitars in the mix:**

*"I've been having lots of fun with the Monzter Guitars (I and II). Do you have a quick tip for sitting these in mixes? I find the more distorted my guitar tracks, the harder it is to fit them in, especially with vocals. They compete with the lead vocal big time."*

Try to deal with some post-effects and the overall volume / loudness ratio. Monzter Guitars got a very powerful broad range of frequencies. The major tricks are to

1: equalize the frequencies the right way; roughly, around 800hz-5khz. As a personal taste, I do always lower the bass range sound-wise (60-150hz), to get more room for the real bass.

2: use (upward) compression and / or limiting tools on your vocal tracks

3: don't necessarily pan or double Monzter Guitars left-right, as you already got stereo samples.

Keep in mind, that Monzter Guitars are designed for massively out-of-the-box rock / metal songs. The magic hides in lightly-diminishing the Monzter Guitars and therefore pushing the vocal recordings, without resulting in a lack of dynamics.

- **How to remove the machine gun FX:** *“What techniques do you use to make the repetitive power-chords sound so seamless (for example in the song 'Monzters')? Mine sound choppy and 'machine gun-like'. The attack sounds too loud to me.”*

You have got a pattern with repetitive chords and want to let it sound more real.

1. Make use of your sequencer's quantization tools and move the single notes +/-15ms

1.1 Monzter Guitars II Fifth Notes – Velocity Levels

2. Use the different, layered velocity samples (see 1.1) for sustained and staccato notes, providing a tad more versatile sound. Simply edit the velocity levels of your notes in the sequencer.

For example: 1<sup>st</sup> note (35) -2<sup>nd</sup> note (85) – 3<sup>rd</sup> note (127)



- **How to get a bit more legato feeling**

When playing around with straight-lined sustained notes, it's pretty similar to basic string arrangements: put in your sustained notes, overlaying each other to the start and end point for a few milliseconds. Additionally, it might help to use some of the FX patches, included in another program file, as well.

Rock on !

- Boris Nonte

Monzter Guitars I & II are property of

Precisionsound  
Marknadsvägen 12B  
76241 RIMBO  
SWEDEN

For more info, please visit:

<http://www.store.precisionsound.net/monsterinfo.php>

<http://www.store.precisionsound.net/monsterinfo2.php>

e-mail:

[info@precisionsound.net](mailto:info@precisionsound.net)