

Mixing Drums Cheat Sheet

DRUM MIXING EQ GUIDE			
KICK	SNARE	HATS	TOMS
LOW CUT 40 - 60HZ (remove rumble)	LOW CUT 100 - 200HZ (more if necessary)	LOW CUT 200 - 300HZ (or more use ears)	LOW CUT 60 - 200HZ (stop clashing)
LOW SHELF 80 - 100HZ (for thump)	LOW SHELF 200 - 300HZ (for umph)	HIGH SHELF 7k - 10kHz+ (for sizzle)	CUT 300 - 800HZ (remove boxiness)
BOOST 2k - 4kHz (for snap)	BOOST 5k - 7kHz (for crisp)	HIGH CUT 18k - 20kHz (remove harsh freq)	BOOST 5k - 10kHz (high end punch)
BOOST 8 - 10kHz (for click)	HIGH CUT 15k - 20kHz (remove harsh freq)		BOOST 100 - 300HZ (low end power)

THIS IS A ROUGH GUIDE, ALWAYS
USE YOUR EARS TO SEE WHAT

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Mixing Drums Cheat Sheet

Mixing drums is one of the most crucial aspects of music production, as they lay the foundation for the entire track. Whether you're working with live recordings or programmed beats, understanding how to mix drums effectively can elevate the overall quality of your music. This comprehensive mixing drums cheat sheet will guide you through the essential techniques, tools, and considerations necessary for achieving a polished and professional drum mix.

1. Understanding Drum Components

Before diving into the mixing process, it's important to understand the different components of a drum kit. Each instrument has its own sonic characteristics and role in the mix. Here are the primary elements:

- Kick Drum: Provides the low-end foundation and rhythmic pulse.
- Snare Drum: Adds backbeat and punch, typically sitting in the mid-range frequencies.
- Hi-Hats: Contributes to the groove and adds brightness.
- Toms: Fill in the sonic spectrum between kick and snare, often used for transitions.
- Cymbals: Include crashes, rides, and splashes, adding texture and accents.

2. Preparation for Mixing

Before you start mixing, proper preparation can save you time and help you achieve better results.

2.1 Organizing Your Session

- Label Tracks: Clearly label each track (e.g., Kick, Snare, Hi-Hat).
- Color Code: Use different colors for different drum components to visually distinguish them.
- Group Tracks: Consider using bus tracks for grouping similar instruments (e.g., all toms or all cymbals).

2.2 Gain Staging

- Ensure each drum track is at an appropriate level to avoid distortion.
- Aim for a peak level around -6 dB to -3 dB on your mixer.

3. Equalization (EQ)

EQ is a powerful tool in mixing drums, allowing you to carve out space for each component in the mix.

3.1 Basic EQ Techniques

- Kick Drum:
 - Boost around 60-80 Hz for thump.
 - Cut around 300-500 Hz to reduce muddiness.
 - Add a slight boost around 3-5 kHz for attack.
- Snare Drum:
 - Boost around 200 Hz for body.
 - Cut around 400-600 Hz to reduce boxiness.
 - Boost at 5-8 kHz for snap.
- Hi-Hats:
 - Cut below 200 Hz to remove unnecessary low frequencies.
 - Boost around 5-10 kHz for brightness.
- Toms:
 - Boost around 80-100 Hz for fullness.
 - Cut around 300-400 Hz to reduce muddiness.

- Cymbals:
- Cut below 200 Hz to avoid low-end clutter.
- Boost around 8-12 kHz for sheen.

4. Compression Techniques

Compression helps control the dynamic range of your drums, ensuring they sit well in the mix.

4.1 General Compression Settings

- Kick Drum:
- Ratio: 4:1 to 6:1
- Attack: Fast (10-30 ms) to capture initial punch.
- Release: Medium (50-100 ms) to allow for sustain.
- Snare Drum:
- Ratio: 4:1 to 8:1
- Attack: Medium (30-50 ms) to let the initial hit through.
- Release: Medium to fast (30-100 ms).
- Overheads/Cymbals:
- Ratio: 2:1 to 4:1
- Attack: Slow (50-100 ms) to let transients pass.
- Release: Medium (50-150 ms).

4.2 Parallel Compression

- Create a duplicate of the drum bus.
- Compress the duplicate heavily (ratio 8:1 or higher).
- Blend it back with the original to enhance punch without losing dynamics.

5. Adding Effects

Effects can add dimension and character to your drum mix.

5.1 Reverb

- Use reverb sparingly on drums to maintain punch.
- Short decay times (0.3-0.5 seconds) work well for snares and toms.
- Use a separate bus for reverb to control the amount applied to each drum component.

5.2 Delay

- Consider using short delays for creating width, especially on snare hits.
- Slap-back delay can add depth to the mix without muddying it.

5.3 Distortion/Saturation

- Apply subtle distortion to add warmth and character, particularly to the kick and snare.
- Use plugins like tape saturation or tube emulation for a vintage feel.

6. Panning for Space

Panning helps to create a stereo image, allowing each drum component to occupy its own space.

- Kick Drum: Centered.
- Snare Drum: Centered or slightly off-center.
- Hi-Hats: Slightly to the right or left.
- Toms: Pan from left to right (e.g., left tom to the left, right tom to the right).
- Cymbals: Spread across the stereo field.

7. Level Balancing

Once you've processed your drums, it's time to balance their levels in the mix.

- Start with the kick drum as the foundation.
- Bring in the snare to complement the kick.
- Adjust the hi-hats, toms, and cymbals to sit well without overpowering the core elements.

8. Finalizing the Drum Mix

After adjusting levels, EQ, and effects, it's essential to listen critically to your drum mix.

8.1 Reference Tracks

- Compare your mix to professionally mixed tracks in a similar genre to gauge balance and clarity.

8.2 Low-End Management

- Ensure that the low-end frequencies of the kick drum do not clash with the bass. Use sidechain compression if needed.

8.3 Automation

- Use volume automation to enhance certain sections or fills, ensuring dynamic interest throughout the track.

9. Common Mistakes to Avoid

- Over-Compression: It can squash the life out of your drums.
- Excessive Reverb: Can muddy the mix if not controlled.
- Ignoring Phase Issues: Ensure that your drum tracks are in phase, especially when using multiple mics.
- Neglecting the Groove: Keep the drums dynamic and alive; avoid making them too stiff.

10. Conclusion

Mixing drums is an art that requires practice and a keen ear. By following this comprehensive mixing drums cheat sheet, you can enhance your skills and produce powerful drum mixes that complement your music. Remember, every mix is unique, so use these guidelines as a foundation while allowing your creativity to shine through. Happy mixing!

Frequently Asked Questions

What is a mixing drums cheat sheet?

A mixing drums cheat sheet is a quick reference guide that outlines essential techniques, settings, and tips for mixing drum tracks effectively in music production.

What key elements should be included in a mixing drums cheat sheet?

Key elements should include EQ tips, compression settings, reverb suggestions, panning guidelines, and levels for each drum component.

How can I use a mixing drums cheat sheet for beginners?

Beginners can use a cheat sheet to familiarize themselves with fundamental mixing concepts, helping them achieve a balanced and professional drum mix without feeling overwhelmed.

Are there specific EQ settings recommended for kick and snare drums?

Yes, for kick drums, boost around 60-80 Hz for thump and cut around 300-400 Hz to reduce muddiness; for snares, boost around 200 Hz for body and 5 kHz for crack.

What is the importance of panning in mixing drums?

Panning helps create space in a mix by positioning each drum in the stereo field, making the mix sound wider and more dynamic.

Can I find mixing drums cheat sheets online?

Yes, many websites, forums, and music production blogs offer downloadable cheat sheets and guides for mixing drums tailored to different genres.

What role does compression play in mixing drums?

Compression controls the dynamic range of drum sounds, making quiet parts louder and loud parts quieter, resulting in a more consistent and polished overall sound.

How often should I reference a mixing drums cheat sheet during mixing?

It's beneficial to reference the cheat sheet frequently, especially during the initial stages of mixing, until you feel more confident in your mixing decisions.

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