# SONAR X1 Advanced Workshop: The Next Level

AMBIENCE AND SPATIAL EFFECTS

Better Drums with Virtual Room Mics
*Use the Sonitus:fx Delay to create multiple, short, prime number delays that emulate room sounds*

The Preverb Effect
*Provides the effect of reversing tape reels, adding reverb, then reversing the tape reels again so the reverb builds up to a sound rather than decays after it*

Mono-to-Stereo Spreader
*How to set up the VC-64 equalizers to spread a mono signal into stereo without using delay*

Ethereal Reverb
*Emphasize the reverb tail as it decays for a transparent, ethereal quality*

Stereo Widening
*Apply Channel Tools to stereo audio, and tweak it to create a wider, super-stereo image that's also suitable for mastering*

Neo-Gated Reverb
*Use the Transient Shaper instead of a gate to get far more flexible, and interesting, gated reverb effects*

GUITAR

Sweetening Amp Sims with De-Essing
*The VC-64 De-Esser can reduce harshness by compressing high frequencies*

SONAR's Virtual MIDI Guitar
*The Staff view makes it possible to enter parts with guitar voicings, then drive synths and samplers*

Virtual Tunings for Guitar
*Optimized for guitars with hex outputs, this shows how to create Nashville tunings, true 12-string guitars, 18-string guitars, and much more*

DYNAMICS ENHANCEMENT

The "Acoustifier"
*Restores some of the bright dynamics associated with acoustic instruments to electric guitar, sampled drums, and the like*

Percussive Compression
*Retain compressed overall levels, but also impart a more percussive quality*

Transparent Compression for Mastering
*How to set up the VC-64 to compress master recordings in a transparent, non-obvious way*

"Pumping" Dance Music Drums
*Use sidechaining to make dance music drums "pump" in time with the snare (or other instruments)*
MULTIBAND TECHNIQUES

Multiband Imaging for Mastering
*When mastering, you often want bass centered but the highs widened—it is possible, and here's how to do it*

Multiband Signal Processing
*This technique gives everything from "clean" distortion to super-animated timbres*

WORKFLOW

Speed Up Screensets and Browsing
*With some computers, this simple system tweak can make a significant improvement in screenset loading and general browsing speed*

ProChannel Effects Order
*Now that the ProChannel effects order can be changed, find out the ramifications of putting effects in various orders*

Create Custom LFOs with Automation
*Not only can you draw periodic automation curves, but you can construct custom LFO shapes with them*

Customizing Plug-In Skins
*It's easy (and fun) to change the look of many Cakewalk plug-ins*

MIDI Guitar Editing Tips
*MIDI guitar isn't perfect, and parts need editing—but SONAR has some options that make the process less tedious*

VOCAL PROCESSING

Hard Pitch-Corrected Vocals
*Get the popular hip-hop vocal sound with V-Vocal—or just "tune the news"*

Enhance Vocals with Dynamic Filtering
*Trigger filtering from vocals for a subtle type of enhancement and animation*

VINTAGE EFFECTS

Amp Vibrato Emulation
*Some classic amps had vibrato instead of tremolo; this tells how to get that sound, as well as how to make it truly controllable*

Vintage Tape Flanging
*Most flangers don't give really satisfying tape flanging, but this technique gets it right*

Wah/Anti-Wah Filtering
*Based on the project in the book "Electronic Projects for Musicians" and also emulated by Line 6 in their "Spin Cycle," this gives a novel, stereo wah effect*

Psychedelic 60s "Breathing" Drums
*Here's how to obtain that super-compressed, "cymbal-sucking" sound used by a lot of groups back in the 60s*

Pentagon I Vocoder/Cross-Synthesizer
*Lurking within the Pentagon I isn't just a vocoder, but a cross-synthesizer as well*

Extreme Phaser
*Give phasers a more pronounced, deeper effect, with a wider stereo spread*

DISTORTION
Preserve Dynamics with Saturation
*Distortion doesn't have to turn percussion into mud—if you know this simple technique to preserve dynamics*

Distortion Construction Kit
*Use multiple distortion types, filtering, and compression in the ProChannel to obtain a variety of distortion and saturation characters*