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# Mastering Vocals Using Cubase Tutorial

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Template Mixing and Mastering  
Mixing & Mastering  
Mixing and Mastering with Pro Tools  
Fast Guide to Cubase 4  
The Complete Guide to Music Technology using Cubase 10  
Art of Drum Layering  
Mastering Digital Audio Production  
Music Production  
The Mixing Engineer's Handbook  
The Complete Idiot's Guide to Recording with Cubase  
The Singer-Songwriter's Guide to Recording in the Home Studio  
Sound Mixing  
Audio Effects, Mixing and Mastering  
Cubase 5 Power!  
Power Tools for Cubase 5  
The Power in Logic Pro  
Mixing Audio  
Practical Mastering  
Mixing Secrets for the Small Studio  
Recording and Producing in the Home Studio  
Audio Production Basics with Cubase 10.5  
Mixing and Mastering with Cubase  
Recording Vocals with Dave Pensado  
The Music Producer's Ultimate Guide to FL Studio 20  
Step By Step Mixing  
Digital Audio Editing  
The Complete Guide to Music Technology  
The Complete Guide to Music Technology Using Cubase 9.5  
Cubase 101  
Cubase SX: The Official Guide  
The Complete Guide to Music Technology Using Cubase 9  
In the Box Music Production: Advanced Tools and Techniques for Pro Tools  
Audio Mastering Secrets  
Recording in the Digital World  
Working Class Audio Journal  
How to Make Beats  
Alan Parsons' Art & Science of Sound Recording  
Music Production with Cubase 10 and 10.5  
The Secret to Mixing Vocals [Exposed]  
Song Sheets to Software

*Mastering  
Vocals Using  
Cubase  
Tutorial*

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## CHARLES KERR

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### Template Mixing and Mastering

Rowman & Littlefield (Berklee Guide). Record songs in your own home studio! Today's smart singer-songwriter needs to be able to record high quality demo recordings. Whatever your budget, living arrangement, or technological aptitude, this book will help you acquire songwriter-appropriate home studio gear and use it effectively. You will understand the key concepts about how the recording process works, and how to get the best sound possible out of whatever equipment you own and whatever style of music you produce. This book makes recording easy so you can spend your efforts thinking about creative songwriting and performing, rather than struggling with technology.

*Mixing & Mastering* Hal Leonard Corporation  
MIXING AND MASTERING WITH CUBASE - QUICK PRO GUIDES SERIES

[Mixing and Mastering with Pro Tools](#) Lulu.com

This book is a quick guide

to effects, mixing and mastering for beginners with a focus on Cubase. The first chapter highlights the most commonly used effects in audio production such as compressors, limiters, equalizers, reverb, delay, gates and others. You will learn about how they work, when to apply them, the story behind the parameters and what traps you might encounter. The chapter also contains a quick peek into automation and what it can do. In the second chapter we focus on what constitutes a good mix and how to achieve it using a clear and comprehensible strategy. This is followed by a look at the mastering chain that will help to polish and push a mix. The guide is sprinkled with helpful tips and background information to make the learning experience more vivid. Readers interested in the psychological effects of music are invited to move on to the e-book "Curiosities of the Mind".

[Fast Guide to Cubase 4](#)  
SMT

(Quick Pro Guides). Dot Bustelo's signature approach to teaching Logic will get you up and running quickly. She'll help you move beyond

the basics to discover a professional-level Logic workflow, taught through highly musical examples that expose Logic's essential features and powerful production tools. You'll find many of the tips, tricks, and insider techniques that powered Logic to its industry-leading status as the best tool for unleashing creativity in songwriting, composing, making beats, and remixing. Plus, find out why musicians over the years have sworn Logic "grooves better." Dot provides the powerful methodology for creating in Logic that she has shared with countless high-profile bands and Grammy Award-winning producers and engineers. Here's just a sampling of what some of music's most successful artists say about Dot's approach to Logic: Ronnie Vannucci, The Killers: "Dot has made Logic, well, logical." Ryan Tedder, OneRepublic: "Dot Bustelo has hands down the most extensive working knowledge of Logic and all its intricacies." James Valentine, Maroon 5: "Dot was the first one to introduce me to Logic.... She knows this software inside and out, and she breaks everything down in an easy-to-understand

way. And she knows the best insider techniques that will make your recording more efficient and creative.... I wonder when Dot will get sick of me asking her Logic-related questions?"

Nathaniel Motte, 3OH!3: "Dot has provided me with an incredible source of in-depth and practical knowledge of Apple's Logic program. She has shown me tricks in Logic that have opened creative doors that I didn't even know existed." Chad Hugo, N.E.R.D., The Neptunes: "When you got a Logic problem / Dot has wrote a book to solve 'em . . . / And this right here is it. Yeya!" This ebook includes supplemental material.

[The Complete Guide to Music Technology using Cubase 10](#) Lulu.com

Sure, you can import and mix a track in Pro Tools. You can work with MIDI and you know your way around the Edit window. The UI is as familiar as your most broken-in pair of jeans. We get it—you don't need another button-pushing guide starting from the ground floor. Get uniquely in-depth coverage instead with *In the Box Music Production: Advanced Tools and Techniques for Pro Tools*. Author Mike

Collins splits the book into three distinct sections covering how you use Pro Tools now—whether you're working with the synths and samplers or loops and beats of a dance or hip-hop project, the soaring vocals of the next pop sensation, or the lush layers of an instrumental world music track. Use Pro Tools to its full potential with advice on studio techniques and full exploration of its internal capabilities. Learn to leverage Pro Tools and make it work for you with this guide that is fully grounded in real-world applications and process. This book assumes that the user has some music production experience and has worked through the basics in Pro Tools.

**Art of Drum Layering**  
Hal Leonard Corporation

Leverage the power of FL Studio 20 to create and compose production-quality songs and develop professional music production skills

**Key Features**

- Leverage the power of FL Studio to create your own production-level music
- Develop widely applicable music production skills and learn how to promote your music
- Utilize cutting-edge tools to fuel your creative ideas and publish your songs

Book

**Description**

FL Studio is a cutting-edge software music production environment and an extremely powerful and easy-to-use tool for creating music. This book will give you everything you need to produce music with FL Studio like a professional. You'll begin by exploring FL Studio 20's vast array of tools, and discover best practices, tips, and tricks for creating music. You'll then learn how to set up your studio environment, create a beat, compose a melody and chord progression, mix sounds with effects, and export songs. As you advance, you'll find out how to use tools such as the Piano roll, mixer console, audio envelopes, types of compression, equalizers, vocoders, vocal chops, and tools for increasing stereo width. The book introduces you to mixing best practices, and shows you how to master your songs. Along the way, you'll explore glitch effects and create your own instruments and custom-designed effect chains. You'll also cover ZGameEditor Visualizer, a tool used for creating reactive visuals for your songs. Finally, you'll learn how to register, sell, and promote your music. By

the end of this FL Studio book, you'll be able to utilize cutting-edge tools to fuel your creative ideas, mix music effectively, and publish your songs. What you will learn Get up and running with FL Studio 20 Record live instruments and vocals and process them Compose melodies and chord progressions on the Piano roll Discover mixing techniques and apply effects to your tracks Explore best practices to produce music like a professional Publish songs in online stores and promote your music effectively Who this book is for This book is for music producers, composers, songwriters, DJs, and audio engineers interested in creating their own music, improving music production skills, mixing and mastering music, and selling songs online. To get started with this book, all you need is a computer and FL Studio.

*Mastering Digital Audio Production* Hal Leonard Corporation

The Italian best seller that teaches how to start producing music with Steinberg Cubase, now also available in English! Second edition, completely revised and now with index. Find out

how to produce music with Steinberg Cubase 10 or 10.5, even starting from scratch. Music Production with Cubase 10 and 10.5 will guide you step by step to discover all the notions, tools and techniques that are essential to start producing music with Cubase 10 or 10.5. This book is particularly suitable for beginners and medium level users, and it teaches not only how to use Cubase, but also the basics of modern music production. Install and setup Cubase. Record audio and MIDI material. Use virtual instruments. Edit and adjust your sounds. Understand and use the main effects. Mix, master and export your projects. With a support website to download files, sample projects and all the colour images in high resolution. Want to master music production with Cubase? Read this book. AudioMentor.com I will recommend this manual to all my students who want to boost their learning process [...] and become tomorrow's practitioners. Seismal D (Talking about the Italian edition) This is the perfect manual for students who are just approaching music production and schools that use Steinberg

products; it is well written and comprehensive without being intimidating. AudioFader Magazine (Review of the Italian edition) Pierluigi Bontempi is a Steinberg Certified Trainer. He is technical officer of the Department of Musicology and Cultural Heritage of the University of Pavia (Cremona branch), where he holds Steinberg certified courses and is also responsible for the audiovisual laboratory (Digital Lab). He has held many music production training courses in Northern Italy. He is a contributor to specialist magazines such as SM Strumenti Musicali and AudioFader; in the past, he collaborated with Axe Magazine, a monthly review for guitarists. He has worked with the music manuals publisher Volontè & Co. on several original publications and Italian translations. Support Website <https://musicproductionwithcubase.cloud>

**Music Production** CRC Press

This comprehensive guide shows you how to integrate a variety of production tools for the Mac OS X platform into all stages of audio production so that you can create and produce

music. From single applications to complete suites, you'll discover the software toolsets that are best for you and then discover how to incorporate them into a coherent workflow.

Featuring best practices, real-world examples, and interviews with audio professionals, this book pulls together all the programs and tasks you need.

*The Mixing Engineer's Handbook* Taylor & Francis

This second edition of *Song Sheets to Software* includes completely revised and updated listings of music software, instructional media, and music-related Internet Web sites of use to all musicians, whether hobbyist or professional. This book is a particularly valuable resource for the private studio and classroom music teacher.

[The Complete Idiot's Guide to Recording with Cubase](#) Lulu.com

In this day and age of recording Vocal Mixing is the single most important step in the mixing process and by far the most complicated. This process takes the most time and without a firm grip of concepts and skill its all too easy to do a poor job of it. This book is a must

read for anyone wanting to get the most out of a vocal recording. The industry secrets exposed in these pages will help you create the quality professional recording most artists and engineers aspire too.

DonGatti really gives you the knowledge in a concise and easy to read book that gets straight to the point.

[The Singer-Songwriter's Guide to Recording in the Home Studio](#)

Independently Published Manuals

[Sound Mixing](#) The Crowood Press

(Music Pro Guide Books & DVDs). Making the instrument and vocal tracks sound their best, then making them all work together- everything you need to know to make the perfect mix is in this book. You'll then learn how to take that perfect mix and create the perfect stereo master recording, ready for CD replication or digital distribution online.

Detailed illustrations, photographs, plus audio and video examples on DVD make sure you understand everything you need to know to mix and master like the pros.

[Audio Effects, Mixing and Mastering](#) Hal Leonard Corporation

(Technical Reference). More than simply the book of the award-winning DVD set, *Art & Science of Sound Recording*, the Book takes legendary engineer, producer, and artist Alan Parsons' approaches to sound recording to the next level. In book form, Parsons has the space to include more technical background information, more detailed diagrams, plus a complete set of course notes on each of the 24 topics, from "The Brief History of Recording" to the now-classic "Dealing with Disasters." Written with the DVD's coproducer, musician, and author Julian Colbeck, ASSR, the Book offers readers a classic "big picture" view of modern recording technology in conjunction with an almost encyclopedic list of specific techniques, processes, and equipment. For all its heft and authority authored by a man trained at London's famed Abbey Road studios in the 1970s ASSR, the Book is also written in plain English and is packed with priceless anecdotes from Alan Parsons' own career working with the Beatles, Pink Floyd, and countless others. Not just informative, but also

highly entertaining and inspirational, ASSR, the Book is the perfect platform on which to build expertise in the art and science of sound recording.

Cubase 5 Power! CRC Press

Learn the basics of recording, editing, and mixing audio using Cubase Elements, Artist, or Pro. Experience the software used worldwide by musicians, producers, engineers, mixers, and audio professionals. Filled with tips and insights, *Audio Production Basics with Cubase 10.5* will get you working fast. With this book and the included media files, you'll get the practical, hands-on exposure you need. We cover everything from setting up your computer to the fundamentals of audio production, including: Basic Digital Audio Workstation operations and audio hardware options Principles of sound production and microphone use Essential Cubase concepts and operations MIDI fundamentals for playing and performing with virtual instruments Multi-track recording Plug-in use and signal processing techniques Mixing your project and using

automation Outputting your final mixdown Cubase software is very powerful, yet fun and easy to use. Everything you learn here will apply to all editions of Cubase (Elements, Artist, and Pro), so you can easily upgrade in the future no matter where you are starting today. Take the first step now, with *Audio Production Basics with Cubase 10.5*.

Power Tools for Cubase 5  
R. R. Bowker

"Get on the right tracks! *The Complete Idiot's Guide to Recording with Cubase* shows you how to use this revolutionary computer software to record, mix, and master your own music. In this *Complete Idiot's Guide*, you get: simple tips on navigating and configuring the Cubase workspace; straightforward strategies for spicing up your tracks with process effects and equalization; foolproof instructions for creating drum tracks and loop-based recordings; expert advice on recording, mixing, and mastering." - back cover.

**The Power in Logic Pro**  
Createspace Independent Publishing Platform  
The 2nd Edition of the #1 Amazon Best-Seller For Home Studio Musicians

Looking to Skyrocket Their Mixing Skills...Learn a Proven Step By Step Mixing Process That's Helped Thousands of Musicians Like Yourself Make Amazing Mixes in Their Home Studio, Using Only EQ, Compression, Reverb, Delay, and Saturation" This is the NO BS guide to taking your mixes to the next level! Björgvin has been teaching and writing about recording for a decade, and really understands that stuff that we all struggle with in the home studio. *Step By Step Mixing* takes you through the full process of making sure your mixes rock from ruff to radio ready!" -Lij Shaw, Award winning Producer and Podcaster of Recording Studio Rockstars Let Me Ask You This: Do you fight to make all your instruments fit together in a busy mix? Do you struggle to EQ each instrument to sit in their frequency range without getting in the way of everything else? Do you tear your hair out finding the right compression setting for each track? Do you have a hard time using reverb and delay without cluttering up your mix? Do you get confused by saturation and how to use it to get a warmer

sounding mix? If you answered yes to one of those questions - don't worry - you're not alone. If you want to make better mixes immediately in your home studio that translate to every speaker system, whether you're working on demos for your band or mixing records for your clients, grab *Step By Step Mixing* right now. Here's What You'll Learn Inside: Learn to get organized and simplify your mixing process to create more mixes that sound better in less time. Learn practical EQ tips to make all of your instruments fit in your mix. Learn to use compression to create punchy and tight mixes. Learn to use reverb and delay to add space and depth to your mixes without cluttering up the song and making yourself sound like an amateur. Learn everything you need to know about saturation to add that secret sauce to your songs that make people take notice of your skills. Learn an invaluable process to getting your mix to translate to any speaker or sound system. *Step by Step Mixing* covers the theory behind each processor while giving you simple to use, practical audio tips you can use to improve your mixes. Every chapter is

broken down as such: Explanations on the theory behind what the plug-ins do and how to use them: You'll get a thorough walkthrough of the various regions of the frequency spectrum. You'll understand exactly how to use your compressors. You'll learn all about the various reverb and delay settings (some reverbs are just too complex!) and you'll get very familiar with using saturation (without overloading and distorting your mixes!). Common Problems and Their Practical Solutions: After you understand how each processor works we'll talk about some real world scenarios. I'll give you some practical and easy to use tips to make your mixes jump out of the speakers. Once you've mastered these five processors above you'll be ready to make a killer mix in your home studio, whether you're working on demos for your band or mixing records for your friends and clients. *Step By Step Mixing is For You* If... You're exhausted with your trial and error process that keeps you second-guessing yourself about whether your music sounds any good. If you're tired of individual tricks and wished you had a

clear set of instructions on how to make your mixes sound like the professional records you love so much, then *Step By Step Mixing* is your clear and concise reference guide for better sounding music in your home studio. Add *Step By Step Mixing* to your cart and get better mixing results immediately. *Mixing Audio Quick Pro Guides* Whether you're comping a vocal track, restoring an old recording, working with dialogue or sound effects for film, or imposing your own vision with mash-ups or remixes, audio editing is a key skill to successful sound production. Digital Audio Editing gives you the techniques, from the simplest corrective editing like cutting, copying, and pasting to more complex creative editing, such as beat mapping and time-stretching. You'll be able to avoid unnatural-sounding pitch correction and understand the potential pitfalls you face when restoring classic tracks. Author Simon Langford invites you to see editing with his wide-angle view, putting this skill into a broad context that will inform your choices even as you more skillfully manipulate

sound. Focusing on techniques applicable to any digital audio workstation, it includes break-outs giving specific keystrokes and instruction in Avid's Pro Tools, Apple's Logic Pro, Steinberg's Cubase, and PreSonus's Studio One. The companion websites includes tutorials in all four software packages to help you immediately apply the broad skills from the book.

*Practical Mastering* John Wiley & Sons (Music Pro Guide Books & DVDs). Pro Tools is everywhere, and whether you're new to Pro Tools or an experienced user, you will find Avid's latest release of PT9 to be a powerful production workstation. In *Mixing and Mastering with Pro Tools*, multi-platinum engineer/producer Glenn Lorbecki shows you step by step how to achieve your best mixes using Avid's award-winning software. This complete guide to audio engines and delay compensation will unlock the full potential of PT as a professional mixing and mastering platform. By opening the closed-ended proprietary hardware loop, Avid has made PT's renowned processing power available for Mac

and PC systems at all levels not just TDM users. PT9 is the most potent version of PT ever released, and given its high-tech enhancements in connectivity, functionality, and session portability, users need a practical guide to get up and running quickly and efficiently. The Quick Pro Series cuts to the chase and gives you the best of Pro Tools at your fingertips, with plenty of sessions, audio examples, and video assistance to guide you along the way. *Mixing Secrets for the Small Studio* Rowman & Littlefield (Book). The Strive curriculum is the brainchild of online-television sensation Pensado's Place and audio-publishing giant Hal Leonard. It will feature authors who are considered best in class, relevant, and enormously committed to education and giving back. We chose the name Strive because to attain all the key dynamics to growth in your life, you simply must strive! Strive continues the Pensado ethos of edutainment, combining education with entertainment to teach, reach, amplify, inspire, and yes, to strive ! Topics in Strive will range from

vocal courses, management, tracking, mixing, social media, music theory for the electronic musician, miking, tracking, home recording, marketing, live instrumentation, speakers, headphones, live sound, cables, connectors, mastering, and more. Featured authors will include such audio heavyweights as Usher's New Look Foundation, rock legend Chris Lord-Alge, Nashville institution the Blackbird Academy, Dave Pensado, pop and urban maestro Tony Maserati, and Rihanna vocal producer Kuk Harrell. And there are many more all-stars to come! Additionally, Strive will allow the reader to engage with other Pensado's Place opportunities, from bundling software, such as plug-ins, headphones, DAWs, or other gear options, to also engaging with some of our most active platform partners, such as Converse Rubber Tracks and Indaba. The Strive curriculum may make you eligible for one-on-one teaching with our superstar guests, VIP access at Pensado Live Events, discounts on gear, and more. You want to know how the pros succeeded? It starts with



learning how to strive!  
Recording and Producing  
in the Home Studio Alpha  
Books

Learn from top audio professionals about survival, business practices, mistakes, failures, equipment choices, finances, work life balance, workflow, and family life! Working Class Audio (WCA) is the home of the Working-Class Audio Podcast hosted by veteran Bay Area producer/engineer and drummer Matt Boudreau. And over the years, it has become a treasure trove of inspirational interviews with some of the best audio engineers in the business. The Working Class Audio Journal series captures the essence of Matt's podcast interviews with industry

professionals, in an easy-to-digest written form. Matt moves beyond the technical and gets to the core of how top engineers practice their craft, delving into the world behind recording. He goes way beyond the typical "what was it like to work with" or "what is the best EQ to use on a kick drum" style questions typical of most interviews. WCA gets up close and personal with engineers and asks the questions no one else asks. Business practices, mistakes, failures, equipment choices, financial advice, work life balance, workflow, and family life are topics that are all on the table. Volume 1 includes interviews with engineer, producer, and label owner Andrew Scheps (Black Sabbath,

Jay Z, Beyonce, Metallica), mastering engineer Kim Rosen (Bonnie Raitt, Aimee Mann, Steve Earle, Kris Kristofferson), audio entrepreneur Langston Masingale (owner of Handsome Audio and inventor of the Zulu passive analog tape simulator), and game sound designer Mark Kilborn (Forza Motorsport, Tony Hawk, Call of Duty, Black Ops). Join Matt and his guests as they discuss their professional journeys. The interviews explore the business dealings, approaches to finances, survival techniques, and the work/life balance as they pertain to a successful audio career. Through their words, you'll gain new perspective and ideas to help you navigate your own career.