

# リバーブ処理

② キックのオンマイク以外をまとめたバスからはプレートリバーブへ送る

① キックまで含めた全ての音をルームリバーブへ送りなじませる

# バスエフェクト

The image displays a DAW interface with a multi-track arrangement of drums. The tracks are labeled with various processing modules such as 'WLMeter', 'REQ 6', 'Space', 'Click II', 'bx\_cnsIS', 'F6-RTA', 'L1 limiter', and 'SLComp'. A red box highlights the 'Q4' bus, which is the target of the processing. Two red arrows point from the 'Q4' bus to the two inset windows.

**ドラム全体で生じている問題を処理**  
バスコンプでなじませる

The left inset window shows a 'Q10 EQUALIZER' with a frequency response curve. The curve shows a dip at 420 Hz (labeled 1), a peak at 936 Hz (labeled 2), a dip at 563 Hz (labeled 3), and a dip at 2954 Hz (labeled 4). The right inset window shows a 'Solid State Logic G-MASTER BUSS COMPRESSOR' with a threshold of -15 dB, a ratio of 2:1, and an attack of 2 ms.