Kotelnikov GE Presets

Version 1.1, last updated 2019-01-09 by Holger Lagerfeldt @ Gear Grotto

Mastering - Quick Auto RMS

What
Inspired by the auto RMS mode in the Foote Control Systems P3S ME compressor.

When
On a full mix or master, although it can be used on other material as well.

For quick set & forget compression.

How much
Likely less than 2 dB of GR on peaks.

Always tweak
Threshold.

Maybe tweak
Harder compression: Increase the *ratio*.

More reaction to the kick drum or low end: Decrease *Low Freq Relax* to 3 dB/oct or set to Flat.

Code to paste (right-click preset menu and paste - or see manual)

<TDRKotelnikovGE thresholdParam="-19.0" peakCrestParam="15.0" softKneeParam="1.5" maxGRParam="2.0" maxGROnParam="Off" ratioParam="1.3" attackParam="1.00" releasePeakParam="10" releaseRMSParam="20" inertiaParam="Off" makeUpParam="0.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="74" keyHPSlopeParam="6.0" keyStereoDiffParam="55" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="Bell A" fdrFrequencyParam="1000" fdrAmountParam="0" yingParam="Off" yangParam="Off" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Insane" modeParam="Stereo" grDispScaleParam="0" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Mastering - Slow Drop Control

What
Very slow RMS compression, reacts less to wide stereo material (e.g. hard panned dubs).

When
On a full mix or master.

For slow, overall control of loud sections without reducing transient punch or impact.

How much
Likely less than 1 dB of GR.

Always tweak
Threshold.

Maybe tweak
Even slower action: Increase the *RMS Release*.

Code to paste (right-click preset menu and paste - or see manual)

<TDRKotelnikovGE thresholdParam="-20.0" peakCrestParam="RMS" softKneeParam="1.5" maxGRParam="1" maxGROnParam="Off" ratioParam="1.4" attackParam="250" releasePeakParam="2000" releaseRMSParam="150" inertiaParam="Off" makeUpParam="0.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="150" keyHPSlopeParam="6.0" keyStereoDiffParam="0" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="EL Curve" fdrFrequencyParam="50" fdrAmountParam="0" yingParam="Off" yangParam="Off" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Insane" modeParam="Stereo" grDispScaleParam="0" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Mastering - Low Level Enhancer

What
Approx. 3 dB of fake upward compression.

When
On a full mix or master, although it can be used on other material as well.

An alternative to parallel compression or true upward compression when you want to increase the audibility of low level signals.

How much
Approx. 3 dB of GR.

Always tweak
This preset applies 2.8 dB of make-up gain and requires a specific approach:

Find the section with the loudest peaks and notice the peak level before compression.

Set the *threshold* until the peak level is identical with and without compression. Use the DAW/channel bypass for this.

You will now have approx. 3 dB of near constant gain reduction with mainly very low level signals being pulled up.

Maybe tweak
Only the threshold, this is a one-trick pony.

Code to paste (right-click preset menu - or see manual)
<TDRKotelnikovGE thresholdParam="-25.0" peakCrestParam="4.5" softKneeParam="0.0" maxGRParam="12.0" maxGROnParam="Off" ratioParam="2.0" attackParam="2.0" releasePeakParam="25" releaseRMSParam="40" inertiaParam="Inv Inertia" makeUpParam="2.8" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="150" keyHPSlopeParam="4.5" keyStereoDiffParam="20" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="Bell A" fdrFrequencyParam="1000" fdrAmountParam="0" yingParam="Off" yangParam="Off" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Insane" modeParam="Stereo" grDispScaleParam="0" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Mastering - Kick Protection

What
Mid/mono material is prioritized and low frequencies in the kick drum area triggers fast RMS compression with minor overtone compensation via Yin.

When
On a full mix or master.

For subtle fullband but frequency related (kick/bass) protection prior to soft clipping or limiting.

How much
Up to 1 dB of GR.

Always tweak
Threshold.

Maybe tweak
Remove overtone shaping: Disable *Yin*.

Disable Yin if the mix is already hard compressed, limited or very saturated as the asymmetry may cause overshoots on (near) square waves.

Code to paste (right-click preset menu - or see manual)

<TDRKotelnikovGE thresholdParam="-21.0" peakCrestParam="RMS" softKneeParam="0.0" maxGRParam="1.0" maxGROnParam="On" ratioParam="2.0" attackParam="0.02" releasePeakParam="10" releaseRMSParam="40" inertiaParam="Off" makeUpParam="0.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="74" keyHPSlopeParam="Flat" keyStereoDiffParam="0" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="On" fdrTypeParam="Bell B" fdrFrequencyParam="50" fdrAmountParam="-100" yingParam="On" yangParam="Off" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Insane" modeParam="Stereo" grDispScaleParam="0" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Creative - Parallel Smash

What
Very fast and saturated peak compression using internal parallel blend.

When
On a rock & roll drum bus or whatever needs a thrashing.

Low levels are pulled up violently, which increases tails and reverb.

How much
Approx. 10 dB of GR.

Always tweak
Find the section with the loudest peaks and notice the peak level before compression.

Raise the *threshold* until the peak output of the compressor goes above the original peak level. Overloads may occur.

Now slowly lower the *threshold* until the peak output of the compressor is identical to the original peak output before compression.

You have now added approx. 10 dB of saturated parallel compression with no increase in peak level.

Maybe tweak
For more or less tails: Respectively decrease or increase the *peak release*.

Code to paste (right-click preset menu - or see manual)

<TDRKotelnikovGE thresholdParam="0.0" peakCrestParam="Peak" softKneeParam="0.0" maxGRParam="12.0" maxGROnParam="On" ratioParam="7.0" attackParam="0.02" releasePeakParam="15" releaseRMSParam="220" inertiaParam="Off" makeUpParam="0.0" dryMixParam="0.0" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="-2.2" keyHPFrequencyParam="150" keyHPSlopeParam="Flat" keyStereoDiffParam="100" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="On" fdrTypeParam="Shelf B" fdrFrequencyParam="50" fdrAmountParam="52" yingParam="On" yangParam="On" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Insane" modeParam="Stereo" grDispScaleParam="3" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Vox - Serial 1 Peak Comp

What
Fast peak compression with pronounced overtone compensation on peaks.

When
On a dynamic vocal, applied as the first in a series of compressors.

Controls peaks and reduces pumping in the subsequent compressors.

How much
Depending on the vocal, up to 10 dB of peak GR.

Always tweak
Find a section with lots of dynamics and loud peaks in the vocal.

Lower the *threshold* until you clearly hear audible pumping or over-compression.

Raise the *threshold* back up until it's reduced to an acceptable level.

Maybe tweak
Make-up gain to compensate for the level loss.

Code to paste (right-click preset menu - or see manual)

<TDRKotelnikovGE thresholdParam="-20.0" peakCrestParam="Peak" softKneeParam="1.0" maxGRParam="10.0" maxGROnParam="Off" ratioParam="4.0" attackParam="1.5" releasePeakParam="30" releaseRMSParam="60" inertiaParam="Off" makeUpParam="0.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="150" keyHPSlopeParam="3.0" keyStereoDiffParam="100" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="Bell A" fdrFrequencyParam="1000" fdrAmountParam="0" yingParam="Off" yangParam="On" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Precise" modeParam="Stereo" grDispScaleParam="3" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Vox - Serial 2 Fake Upward

What
Approx. 6 dB of fake upward compression with pronounced overtone coloration.

When
On a dynamic vocal, applied as the second in a series of compressors.

Pulls up low level information such as the ending of a word or sentence.

How much
Approx. 6 dB of GR.

Always tweak
Remove background noise in the vocal. Then use volume automation or clip gain to reduce breathing sounds in the vocal by at least -6 dB.

Find a section with lots of dynamics and loud peaks in the vocal.

Set the *threshold* until the loudest parts of the vocal trigger 6 dB of GR. The GR should be glued to -6 dB GR for short moments during loud sections.

Maybe tweak
Less obvious compression: Lower the *threshold* even more for constant gain reduction. This seems counterintuitive, but works due to the GR Limit.

Code to paste (right-click preset menu - or see manual)

<TDRKotelnikovGE thresholdParam="-40.0" peakCrestParam="3.0" softKneeParam="1.0" maxGRParam="12.0" maxGROnParam="Off" ratioParam="7.0" attackParam="1.5" releasePeakParam="20" releaseRMSParam="40" inertiaParam="Inv Inertia" makeUpParam="6.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="150" keyHPSlopeParam="3.0" keyStereoDiffParam="100" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="Bell A" fdrFrequencyParam="1000" fdrAmountParam="0" yingParam="On" yangParam="On" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Precise" modeParam="Stereo" grDispScaleParam="1" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>

Vox - Serial 3 RMS Smooth

What
Approx. 2 dB of slow RMS/Opto compression with very minor overtone compensation.

When
On a dynamic vocal, applied as the third and last in a series of compressors.

Has a smoothing effect on sustained or crescendo notes.

How much
Approx. 2 dB of GR.

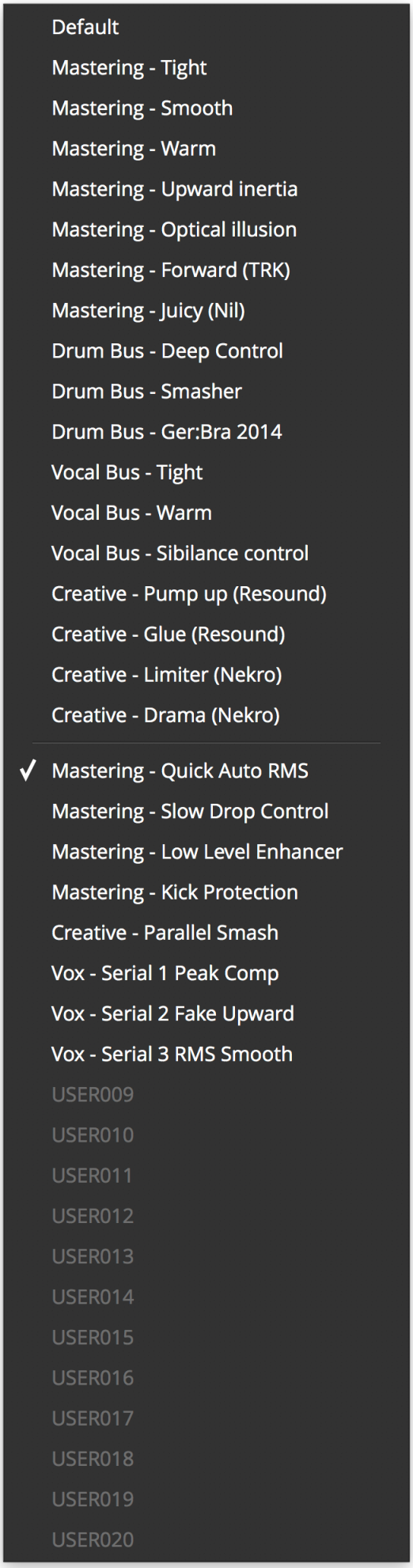
Always tweak
Threshold.

Maybe tweak
For harder or softer compression: Respectively increase or decrease the *ratio.*

For even smoother action: Raise the *soft knee.*

Make-up gain or output gain to compensate for loss of level.

Code to paste (right-click preset menu - or see manual)
<TDRKotelnikovGE thresholdParam="-33.0" peakCrestParam="RMS" softKneeParam="3.0" maxGRParam="2.0" maxGROnParam="Off" ratioParam="1.4" attackParam="250" releasePeakParam="80" releaseRMSParam="40" inertiaParam="Intertia" makeUpParam="0.0" dryMixParam="off" dryWetParam="0.0" dryMixModeParam="Dry Mix" outGainParam="0.0" keyHPFrequencyParam="150" keyHPSlopeParam="3.0" keyStereoDiffParam="100" keyStereoLinkParam="Advanced" keyStereoBalanceParam="Center" fdrVisibleParam="Off" fdrActiveParam="Off" fdrTypeParam="Bell A" fdrFrequencyParam="1000" fdrAmountParam="0" yingParam="Off" yangParam="Off" deltaParam="Off" bypassParam="Off" equalLoudParam="Off" qualityParam="Precise" modeParam="Stereo" grDispScaleParam="0" grDispModeParam="Gain Reduction" sidechainModeParam="INT SC"/>


Default
Mastering - Tight
Mastering - Smooth
Mastering - Warm
Mastering - Upward inertia
Mastering - Optical illusion
Mastering - Forward (TRK)
Mastering - Juicy (Nil)
Drum Bus - Deep Control
Drum Bus - Smasher
Drum Bus - Ger:Bra 2014
Vocal Bus - Tight
Vocal Bus - Warm
Vocal Bus - Sibilance control
Creative - Pump up (Resound)
Creative - Glue (Resound)
Creative - Limiter (Nekro)
Creative - Drama (Nekro)
✓ Mastering - Quick Auto RMS
Mastering - Slow Drop Control
Mastering - Low Level Enhancer
Mastering - Kick Protection
Creative - Parallel Smash
Vox - Serial 1 Peak Comp
Vox - Serial 2 Fake Upward
Vox - Serial 3 RMS Smooth
USER009
USER010
USER011
USER012
USER013
USER014
USER015
USER016
USER017
USER018
USER019
USER020