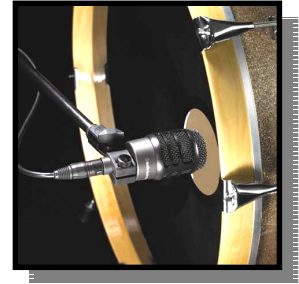


Application – Mics on Drums



Kick Drum

- Right balance of: beater, head, shell resonance
 - Closer to head – more beater, accentuates sharp attack
 - Closer to center – accentuate lower frequencies
 - Closer to sides – more harmonics
- Inside drum, off center
- Listen for sweet spot
- Use tow mics or AE2500 (Dynamic for beater attack, condenser for shell tone)
- Drum with no hole – place mic close to head, listen for sweet



Microphones: AE2500 – Best (requires 2 input channels)

ATM250DE – Better (requires 2 input channels)

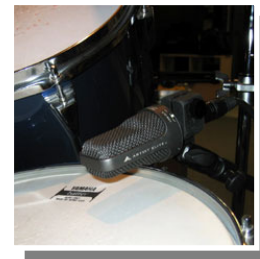
ATM250 –

Better

Pro25 - Good (MB 6k Kick)

Snare Drum

- Right balance of: stick, head, shell parts, snares
 - Common approach – dynamic mic, 1/2 “ inside rim, 1” above head
 - Use polar pattern “angles” to keep bleed out from hihat
 - Keep out of way of drummer
- AE3000 series condenser can handle transients and SPL as alternative to dynamic mic
- ATM650 for classic “57” sound



Microphones: AE3000 – Best (if condenser sound is desired)

ATM650 – Better (Best for classic “57” sound)Pro63 - Good (MB

6k Snare/Tom)