

# TWIN FLAMES

## Input List

CH	Input	Mic	Location	Insert	Notes	Sonic Quality
1	Kick	Beta 52	Drum Riser			"Drums to be Dark Sounding. Cut the Sheen from Cymbals. Toms and Kick are to be Punchy with Boosted Low End" "Cajon is to sound as Deep as Possible. Mid Boost at ~1k for the Attack"
2	Snare	SM57	Drum Riser	Parallel Comp. + Plate Rev.		
3	Rack Tom	e604	Drum Riser			
4	Floor Tom	421MD	Drum Riser			
5	Floor Tom	421MD	Drum Riser			
6	High Hat	Condensor Mic	Drum Riser			
7	Overhead Left	Condensor Mic	Drum Riser			
8	Overhead Right	Condensor Mic	Drum Riser			
9	Cajon	Beta 52	Upstage Right			
10	SPD-SX	D.I.	Drum Riser			
11	Djembe	SM57	Drum Riser			
12	Bass Guitar + Laptop	D.I. from Laptop (or amp)	Stage Left		Bass & Synth will be submitted before D.I.	I
13	Electric Guitar	D.I. from Helix	Stage Right			
14	Korg Synth	D.I.	Stage Right			Mellow Full Body Sounding Guitar, Should Not Jangle"
15	Acoustic Guitar	XLR run from Pedal/D.I.	Downstage Left	EQ Treble Cut + Reverb	Band will supply D.I.	
16	Flute 1	Lav	Downstage Right	Reverb + Delay	Band will supply Mic	
17	Flute 2	Lav	Downstage Right	Reverb + Delay	Band will supply Mic	
18	Handdrum	Lav	Downstage Right		Band will supply Mic	
19	Vox Chelsey	Sennheiser e935	Downstage Right	Hall Reverb + Slight Delay	Band will supply Mic	
20	Vox Jaaji	Sennheiser e945	Downstage Left	Hall Reverb + Slight Delay	Band will supply Mic	
21	Vox Troy	Beta 58	Stage Right	Hall Reverb + Slight Delay	Backing Vocals (Need Mic)	
22	Vox Jay	Beta 58	Drum Riser	Hall Reverb + Slight Delay	Backing Vocals (Need Mic)	
23	Room Mic	Condensor to Audience	In Audience	Hall Reverb + Slight Delay	Only when using IEM	