

(Post links to Jacob, Jed Kurzel, *The Trooper...*)

Intro to Gear

The good news – while almost nothing is made for us as bowed stringers, lots of stuff works for us anyway, because guitar gear is now so versatile. Acoustic or electric; mics or solid-bodies; we can do just about *anything*.

More good news - there is a bewildering amount of stuff to try, allowing us to design unique sounds, *and* steal from other instruments. *There's never been a better time...*

Important bit of philosophy - your signal path is the other half of your instrument, and you are solely responsible for it.

Grab That Signal!

Microphones

Pickups

Hybrid Instruments (Acoustic/Electric)

Solid-body instruments

No single rig is perfect for every task. When a guitarist wants a specific sound...

Getting Your Sound to the Masses - And Back to Yourself

Preamps - what they are, and *why we need them*

Amplification: Amps vs. PAs

Monitoring: FRFRs vs. In-ears

Effects: From “A Simple Fullness” to Never-Before-Heard Beauty

Pedals, Multi-effects; Processors; DAWs/plugins/Apps

FX categories:

Volume - first and foremost

Distortion - my favorite

Spacers - reverb, delay, panners, enhancers...Loopers and freezers

Modulators - anything that *whooshes* or warbles

Shapers - EQ, filters, gates, envelopes... and WAH!

Pitch effects - shifters/octavers, harmonizers, bendys!

Synths and noisemakers - so much weird goodness

Compound effects - modulated delays... *very* open and ongoing, and that's good!

Final thought - try *everything*. The best sound is the one *you* like.