

In his March 2012 Mix Rescue article Mike Senior covers several items that might need attention in an orchestral MIDI session. One of them is making all of the simulated instruments sound like they are playing in the same space. I decided to examine these tracks for the amount of reverb that's already included on each one. These are opinion only and I must say I sometimes found it difficult to determine where ringing ended and reverb began for the cymbals, bells, etc.

	Reverb Length	Comments
01_BassDrum	2 to 8	Four strikes with almost no attack up to about 0:35. These are all centered and have very long reverb on them. Then the sound changes to have more attack, less reverb and panned right. At 0:51 there's attack plus long reverb.
02_OutroHit	2	
03_TimpaniHits	8	
04_TimpaniRolls	8	
05_SnareDrum	1	
06_Cymbals	2	
07_TriangleAndChimes	zero & 1	Three triangle "rolls" and one pass down the chimes. The triangles are choked immediately and there's no reverb on them. There's about 1 second on the chimes.
08_Bells	Over 3	Amount of ringing or reverb seems to vary.
09_Piano	0	
10_Harp	2	Three glissandos and nothing else. It's difficult to tell the sustain from the reverb but I guess there's at least 2 seconds of reverb.
11_Xylophone	2	Sounds like a marimba instead of a xylophone.
12_Glockenspiel	2	A fairly long ringing plus at least 2 seconds of reverb.
13_Basses	1.5	
14_CellosAndBassesSpicatto	Varies .5 to 2	The first two sections are bass heavy and have only a little reverb on them. The second two passages have more cello and have much more reverb – at least 2 seconds.

15_CellosLegatoAndTrills	1	
16_ViolasStaccato	1	
17_ViolaTrills	1	
18_ViolinsLegato	1.5	
19_ViolinsStaccato	1.5	
20_BrassStacattoHi	2.5	
21_BrassStacattoLo	2.5	
22_BrassCressendo	2.5	
23_Tuba	1	
24_Trombones	1.5	
25_Horns	0.5	
26_Horns	2	
27_Trumpets	2	
28_WoodwindStacatto	1	
29_WoodwindRuns	1.5	
30_ContraBassoon	2	
31_Bassoon	2	
32_Clarinet	2	
33_Oboes	2	
34_Flutes	2	
35_Piccolo	1.5	