

**ISP - Arrangement Map**  
**Artist: Linkin' Park**  
**Song: Numb**

**00:00:00:00 Intro (9 Bars)** - *Synth, Pads, Keyboard, Bass, Guitar, Drums, Turntables* - the first bar of the intro sounds like a swelling synth sample. From the second bar, the other instruments like the Bass, Drums, Turntables scratching in the background and what seems like a pad as well playing the melody line comes in. By the 6th bar, all the other instruments come in including the keyboards and layered guitars at a higher volume level. You can also hear the reverb in the intro.

**00:00:22:00 Verse 1 (8 Bars)** - *Pads, Keyboard, Bass, Drums, Turntables, Vocals* - The vocals for the first verse sung by Chester come in at the front and the rest of the instrumentation is lowered underneath them. You can hear very distance Synth Pads and the Keyboards playing the chord progression of the song. You can also hear the scratching of the Turntables in the background. It's very light but if you listen closely you can pick it up.

**00:00:39:00 Pre Chorus I (6 Bars)** - *Pads, Keyboard, Bass, Drums, Turntables, Guitar, Vocals* - Mike's vocals come in as sort of a response to Chester's vocals during this part. The overall level also rises a bit when the layered Guitar part comes in.

**00:00:52:00 Chorus (8 Bars)** - *Synth, Pads, Keyboard, Bass, Guitar, Drums, Vocals* - During the chorus, all the instruments are present and layered to give the chorus a very full feeling. The vocals are layered as well. The level also increases at that time. The guitar parts are distinct and the keyboard melody lines in the back can be heard underneath it all.

**00:01:10:00 Verse 2 (8 Bars)** - *Synth, Pads, Keyboard, Bass, Drums, Turntables, Guitar, Vocals* - On the second verse, the level is a bit higher compared to the first verse and balances coming off the chorus. I think it's because the guitar was added in and you can also hear the synth swells. There is also reverb present.

**00:01:28:00 Pre Chorus II (8 Bars)** - *Synth Pads, Keyboard, Bass, Guitar, Drums, Turntables, Vocals* - Mike's voice comes in with Chester's on this part again. Also, the Pre Chorus remains pretty consistent coming off of verse 2 with regards to the instruments present. It builds up at the end as it pushes into the chorus.

**00:01:44:00 Chorus (8 Bars)** - *Synth Pads, Keyboard, Bass, Guitar, Drums, Vocals* - Again, the chorus comes in strong with the layered guitar parts, keyboard parts and layered vocals.

**00:02:02:00 Bridge (9 Bars)** - *Synth Pads, Keyboard, Bass, Guitar, Drums, Vocals* - The Bridge changes up the flow of the song for a bit but remains constant in level and fullness like the chorus since it's coming off the chorus and then going back into the chorus. The vocals are strong and layered and the instrumentation parts have changed up which gives the song the transition it needed.

**00:02:21:00 Chorus (8 Bars)** - *Synth Pads, Keyboard, Bass, Guitar, Drums, Vocals* - The chorus comes back in just as powerful as the previous choruses with the same instrumentation.

**00:02:39:00 Chorus Repeat (8 Bars)** - *Synth Pads, Keyboard, Bass, Guitar, Drums, Vocals* - When the chorus is repeated the distinct pad melody from the intro comes in again. Extra vocals with different lyrics are also added in besides the vocals singing the chorus.

**00:02:56:00 Outro (4 Bars)** - *Synth, Pads, Drums, Turntables* - The outro ends with the pad melody, some synth swells in the background, minimal drums and the turntables.

In the overall song, I think the Turntables are responsible for the small scratching and sampling of sounds in the background of the song. Also, the pads at the intro and outro sounded a bit like a synth keyboard as well. Overall the dynamics were good. There was good compression and EQ on the various instruments and the reverb was subtle and nice.

**Total Bars: 84**

**Instruments: Synth, Guitar (layering), Pads, Bass, Drums, Keyboard, Vocals, Turntables Scratching & Sampling**

**Recorded at: NRG Studio**  
**Produced by: Don Gilmore**  
**Mixed by: Andy Wallace**