

Key differences between lacquer cut and DMM cut (Direct Metal Mastering)

Technical Aspects

Aspect	Lacquer	DMM (Direct Metal Mastering)
Substrate for cutting groove	<ul style="list-style-type: none"> Aluminum disc coated with soft nitrocellulose lacquer 	<ul style="list-style-type: none"> Hard copper disc
Steps before pressing	<ul style="list-style-type: none"> Cutting → silvering → electroplating 	<ul style="list-style-type: none"> Cutting → direct electroplating (no silvering)
Groove geometry	<ul style="list-style-type: none"> Deeper and wider → louder, "fatter" cut, but less playing time 	<ul style="list-style-type: none"> Shallower and narrower → longer playing time per side
Surface noise / pre-echo	<ul style="list-style-type: none"> Higher surface noise, possible pre- and post-echo 	<ul style="list-style-type: none"> Lower surface noise, virtually no pre-echo due to harder groove walls
Sound character (listener opinion)	<ul style="list-style-type: none"> "Warm," "full," strong low end 	<ul style="list-style-type: none"> "Clean," "bright," very detailed; may sound "harsh" with poorly prepared material

Which One Works Best for Different Genres ?

Bass-heavy electronic, hip-hop, house, techno	<ul style="list-style-type: none"> Allows deeper, louder cuts; sub-bass retains energy on the dancefloor 	<ul style="list-style-type: none"> -
Rock, soul, funk, pop	<ul style="list-style-type: none"> Natural "body" and warmer midrange 	<ul style="list-style-type: none"> -
Classical, acoustic jazz, ambient	<ul style="list-style-type: none"> - 	<ul style="list-style-type: none"> Lower noise floor, more minutes per side, micro-details and clarity
Very long LP sides	<ul style="list-style-type: none"> - 	<ul style="list-style-type: none"> Narrower grooves = more playing time without losing volume

Summary: When to Choose What?

Lacquer – Best when the priority is warmth, loudness, and deep bass

- Works great for rock, dance, hip-hop, soul/funk

DMM – Ideal for clarity, low noise floor, and long sides

- Suited for classical, jazz, ambient, or "audiophile" electronic music; enhances micro details and reduces surface noise and pre-echo