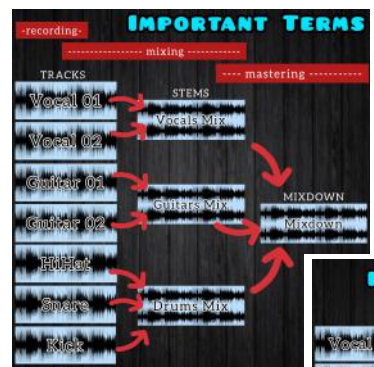




Your Mixing & Mastering Studio

for Country & Rock Productions

File Preparation



First of all we need to make sure we're talking about the right files and the right processing from the Recording over the Mixing to the Mastering

IMPORTANT TERMS

Vocal 01
Vocal 02
Guitar 01
Guitar 02
HiHat
Snare
Kick

THESE ARE THE RECORDINGS WHICH ARE FINALLY PUT AS "CLIPS" ONTO SEVERAL "TRACKS". THIS IS ALSO WHAT THE MIXING PROCESS STARTS WITH...

IMPORTANT TERMS

THE TRACKS CAN BE "EXPORTED" OR "PRINTED" AS SINGLE FILE PER TRACK, WHICH ARE THEN CALLED "TRACKS". OR THEY CAN BE GROUPED TOGETHER INTO "STEMS". STEMS ARE ALSO USED DURING THE MIXING PROCESS, BUT ALSO FOR MASTERING SOMETIMES.

IMPORTANT TERMS

THE FINAL PRODUCT, WHERE EVERYTHING COMES TOGETHER IN ONE SINGLE STEREO FILE FOR EXAMPLE IS CALLED MIXDOWN. THE MIXDOWN OF THE FINAL MIX IS THE MOST COMMON FILE TO START THE MASTERING WITH.

SAMPLE RATE

THE SAMPLE RATE SETS THE AMOUNT OF SAMPLES PER SECOND. IN OTHER WORDS, THE HIGHER THE SAMPLE RATE, THE MORE INFORMATION ABOUT THE ORIGINAL SIGNAL (SOUND) CAN BE CAPTURED. THIS ALSO HELPS TO IMPROVE THE OVERALL SIGNAL QUALITY.

16 bit

44.1 kHz

96 kHz

BIT DEPTH

THE DIFFERENCE IN THE BIT DEPTH OF A RECORDED SIGNAL. THE HIGHER THE BIT DEPTH, THE GREATER THE DYNAMIC RANGE. THE MAXIMUM RANGE IS THE SAME, BUT IT RESPECTS TO HOW MUCH THE HIGHER THE BIT DEPTH IS SET. THE HIGHER THE BIT DEPTH IS SET, THE MORE BITS CAN BE STORED, WHAT MAKES THE REPRESENTATION MORE PRECISE AND IMPROVES THE DYNAMIC RANGE.

16 bit

44.1 kHz

96 kHz

File Format:

Export your audio file in a lossless format such as WAV or AIFF. These formats preserve the highest quality.

Bit Depth: Set the bit depth to 24 bits or higher.

This allows for greater dynamic range and ensures that no detail is lost during the mixing & mastering process.

Sample Rate: Use a sample rate of 44.1 kHz or higher.

These are standard rates for audio CDs and digital distribution platforms.

Normalize Levels:

Check your peak levels and ensure they do not exceed 0 dBFS (decibels full scale). If your mix is too loud or clipping, use a gain reduction plugin to bring down the levels while maintaining a good balance.

Headroom:

Leave some headroom in your mix to allow us some space for adjustments. Aim for approximately -6 dBFS of peak headroom to prevent clipping and allow for processing during mastering.

Disable Master Bus Processing,

if you have not mixed directly into a compressor like used in a top down mixing process. This allows us to work with the raw mix and make more precise adjustments.

GAIN STAGING

Original Signal
PreGain
Plug-In Levels
Faders

Leave about 6db headroom

clipping
save headroom

Before exporting your tracks, make sure they are not clipping. What means the levels are not going above 0db. To get the most out of them, try to leave about 6 db of headroom.

WHY TO EXPORT / PRINT TRACKS WITH SAME STARTING POINT

WHY TO EXPORT / PRINT TRACKS WITH SAME STARTING POINT

Crossfades and Edits:

Ensure smooth transitions between audio clips and eliminate any clicks, pops, or abrupt edits. Use crossfades or manual editing techniques to create seamless transitions and maintain a consistent flow.

Check for Distortion:

Listen carefully for any unwanted distortion or artifacts in your mix. Address any issues before exporting to ensure the cleanest possible sound.

Metadata:

Provide relevant metadata such as track title, artist name, album name, and ISRC codes if applicable. This information helps in organizing and identifying your audio files accurately.

Create Reference Mixes:

Consider creating a reference mix or providing a reference track that represents the sound you're aiming for.

This gives us a better understanding of your desired outcome.

Make sure to export the right section / the whole song by using the same starting points for each track and leave some space at the beginning and the end.