

Preparing your project for mixing

While not essential, following these guidelines will speed up the process, saving you money. For fixed-price jobs, songs cannot be accepted unless they meet these guidelines.

- Edits (tuning, timing, etc) should already be completed and takes already selected (unless discussed prior). Make sure everything has fades and crossfades at edit points to avoid clicks.
- Remove unused/superfluous tracks. If you don't want it in the mix, please don't include it.
- include all tracks. Sending additional/replacement tracks after mixing has started will incur additional costs
- All files must line up. Unless you're delivering an AAF, OMF or other session file, all files should start at 0:00.000 (aka "bar 1, beat 1")
- Session files from most DAWs can be imported, but proper labelling and clean-up are still necessary.
- All tracks/files must be labelled. We cannot stress this enough. Names like "Audio1_03.5" are not helpful. Instead, use names like "Synth high", "BV harmony low" and "Delay Guitar" rather than "Synth 1", "Vox 8", "Guitar 5".
- If there are multiple parts (guitar, synth, keys, etc), we prefer them in order of whichever is heard first. Guitar 1 will be the first to appear in the song, etc.
- Either put each set of multi-tracks in their own folder or add the song title to the FRONT of the filename.
- Stereo files for stereo sources are preferred for drum overheads, pianos, etc (but not double-tracked parts), though a pair of mono files are fine if they're clearly labelled L & R.
- Files should be at their original sample rate and 24- or 32-bit. (64-bit is accepted for mastering.)
- Supply MIDI files for pianos/keys/drums where they exist.
- It is preferable to supply a clean DI track for all guitar/bass tracks wherever possible.
- Include a text file with BPM (if recorded to metronome), project sample rate and any notes.