Audio File Preparation for Mixing

① Format of audio files

Please provide us with the audio tracks in WAV or AIFF format with a minimum resolution of 44.1 kHz and a bit depth of 24 bits. Formats such as .mp3 or .m4a are downsampled and not suitable for mixing. It is also important to make sure that the level of the audio files is between -6 and -10 dB.

② Editing

To ensure the best possible result, it is important that the tracks are rendered at time 0 of the project and that you tell us the speed in BPM to assign the correct starting point in the project. In addition, it is crucial that the tracks are already corrected in terms of timing and pitch, and that there is no unwanted background noise. It's also important to avoid clipping, which occurs when a track is too loud and distorted, so please check the levels carefully.

③ DI Signals & Midi Files

Recording the DI (Direct Input) tracks at the same time as the guitar and bass tracks can be extremely beneficial. If virtual instruments have been used, the transmission of MIDI data can also be useful. If the originally recorded sound doesn't fit well into the mix, the DI tracks or MIDI data provide the ability to adjust or re-record the sound to better fit into the mix. This can save time and improve the overall quality of the final mix.

④ Labeling (example)

Captioning audio files is an essential step in organizing and managing your project. Here's an example of a labeling process that covers different categories and helps keep everything organized:

Group: Start by organizing the audio files according to your instrument groups, such as drums, guitars, bass, keyboards, and vocals. This helps us to identify the tracks quickly.

Instrument: After grouping, label each track with the name of the instrument, e.g. kick, snare, hi-hat, bass, lead guitar, rhythm guitar, etc.

Type: Assigns a type label to tracks to indicate its purpose or role in the song, e.g. verse, chorus, bridge, solo, intro, outro, etc. You can also add labels for soft or hard, depending on the intensity.

Technique: Adds a technique label to tracks to indicate how it was recorded or processed. For example, in, out, top, bottom, DI, mono, ab, xy, etc.

Own Type: Depending on the specific needs of the track, you can create custom labels for the track. For example, a guitar track can be labeled "clean", "distorted", "fingerpicked", etc.

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<u>Quantity:</u> Finally, a quantity label should be added to indicate the number of takes or versions that are present.

By following this labeling process, we can easily manage your audio files and quickly find the specific track we need for editing or mixing.

Table 1: Example Labeling

1) group	2) Instrument	3) type	4) technique	5) own type	6) quantity
Agit	aguitar	Rythm	ortf	...	1

➡ dr_kick_..._in_..._....wav, agit_aguitar_rythm_ortf_L_1.wav, egit_eguitar_solo_DI_..._1.wav

Group	instrument	type	technique	owntype	quantity
...	...	...	...	...	...
Dr	kick	Rythm	sub	L	1
Ba	Snare	lead	in	R	2
Agit	tom_1	solo	Out	*etc.*	3
egit	tom_2	Verses	Fat		4
bouz	tom_3	chorus	trigger		5
Synth	floortom	C-Part	mix		6
piano	Hihat	prechorus	front		7
organ	Ride	intro	rear		8
Fx	crash	outro	back		9
Voc	China	Soft	mix		
perc	Splash	Hard	Crush		
	oh		DI		
	room		Mono		
	bass		Off		
	aguitar		xy		
	eguitar		ortf		
	Bouzouki		Ms		
	Pad		spaced-pair		
	Atmosphere		Blumlein		
	Soundscape		AMP		
	Guitar		stereo		
	Strings		sample		
	Winds		Direct		
	epiano		double		
	Grand		Comp		
	Pipeorgan		Whisper		
	Hammond				
	sfx				
	mainvoc				
	backvoc				
	Choir				
	tambourine				
	Shaker				