



### Preparing your project for mixing

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

**Edits** (tuning, timing, etc) should already be completed and takes already selected (unless discussed prior).

**Remove unused/superfluous tracks.** If you don't want it in the mix, please don't include it.

**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.** I cannot stress this enough. Names like "Audio1\_03.5" are not helpful. If applicable, use names like "Synth high", "BV harmony low" and "Delay Guitar" instead of "Synth 1", "Vox 8", "Guitar 5".

**Files should be numbered.** Tracks can be imported in order automatically. Use an order close to the following. (I don't expect all of these tracks, the list is intended to cover most scenarios):

00 Rough or previous mix (essential!)	17 Bass Amp.wav
01 Kick in.wav	18 Acou GTR 1.wav
02 Kick out.wav	19 Acou GTR 2.wav
03 Kick sample.wav	20 Elec GTR 1.wav
04 Snare top.wav	21 Elec GTR 2.wav
05 Snare under.wav	22 Delay GTR.wav
06 Snare sample.wav	23 Lead GTR.wav
07 Hats.wav	24 Piano.wav
08 Tom 1.wav	25 Rhodes.wav
09 Tom 2.wav	26 Synth Bass.wav
10 Tom 3.wav	27 Synth Warble.wav
11 Tom 4.wav	28 Synth Pad.wav
12 OH L.wav	29 Lead Vox.wav
13 OH R.wav (stereo file preferred, see below)	30 Lead Vox (doubled).wav
14 Drum loop 1.wav	31 BV1 L.wav
15 Drum loop 2.wav	32 BV1 R.wav
16 Bass DI.wav	33 BV2.wav

If there are multiple parts (guitar, synth, keys, etc), I 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 multitracks 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 guitars), but a pair of mono files are fine as long as 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 possible.

Include a text file with BPM (if recorded to metronome), project sample rate and any notes.

If any effects are essential to a track, please print them to separate track. Generally speaking, dry tracks are always best and are preferred. You can supply both with and without effects as long as they're labelled clearly.

**When you are finished, open a blank project, load all of the files and make sure they are what you expected.**

If you have any questions, please email or call the studio.

*Now that that's aside, let's get on with making a great record!*