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".

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

00 Rough or previous mix (essential!)	18 Bass DI.wav
01 Kick in.wav	19 Bass Amp.wav
02 Kick out.wav	20 Acou GTR 1.wav
03 Kick sample.wav	21 Acou GTR 2.wav
04 Snare top.wav	22 Elec GTR 1.wav
05 Snare under.wav	23 Elec GTR 2.wav
06 Snare sample.wav	24 Delay GTR.wav
07 Hats.wav	25 Lead GTR.wav
08 Tom 1.wav	26 Piano.wav
09 Tom 2.wav	27 Rhodes.wav
10 Tom 3.wav	28 Synth Bass.wav
11 Tom 4.wav	29 Synth Warble.wav
12 OH L.wav	30 Synth Pad.wav
13 OH R.wav (stereo file preferred, see below)	31 Lead Vox.wav
14 Drum room L.wav	32 Lead Vox (double).wav
15 Drum room R.wav (stereo preferred)	33 BV1 L.wav
16 Drum loop 1.wav	34 BV1 R.wav
17 Drum loop 2.wav	35 BV2.wav

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 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 double-tracked parts), though 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 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.

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're using a cloud storage platform like Dropbox/Google Drive/etc, please send us a link to the folder, rather than an invitation to join the folder.

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

With that out of the way, let's get on with making a great record!

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