Reuven Amiel - Guidelines for Mixing Session

*Please pass along the following instructions to your
 Engineer.

*It is important to follow these instructions in order to avoid unnecessary delays, following these steps will contribute to achieve a successful and better Mix. Any questions please contact me.

Send all the sessions at least 48hrs before the mixing dates.

Here is the Guideline for Pro Tools and other DAW Users (scroll down).

Pro Tools Users:

1.Tracks.
Only send the tracks you want in your song, not options.

2.Track Names:
Do not export tracks with long or no nonsense names, be short and clear,
ie: Synth1, E.Gtr3, LdSynth, LdVox. BGVs1 etc

3.Elastic Audio
Render all elastic audio (commit) and be sure the session tempo is the correct one.

4.Vocal Comp and Pitch Correction.
Print your AutoTune or Melodyne and include the Raw Version (without tuning) on a playlist in that track adding Raw to the name, for Ex: Vox1CompRaw

5.Clean up your tracks.
Remove unwanted noises between performance parts. Sometimes you want to leave a vocalist's breathe for emotion or a guitarist or drummers noises. But Hiss or irrelevant noises have to be removed.
Other noises include improper edits that cause clicking, popping or other artifacts. Crossfading at edit points needs to be smooth, a good measure of this is to hear if you can identify your edits with the track solo'd. All these little things that may not be heard before mixing but will most likely show up in the master.

6.Sounds with EFFX:

If you are totally in love with a particular sound please print that track with those Effx but send a RAW version of that track without process in a playlist and add Raw at the end, for ex: GTR2 and GTR2 Raw

Please only send the particular track that you are in love with, **not all the tracks with effx as an option.**

Do not send tracks with delays or reverb and if there is a track you love that reverb check what I said before. Virtual Instruments, Dry please, no EFFX on them.

7.Session Folder:

Make a Save Copy and Delete all the tracks I do not need, just keep in there the tracks and playlist are going to be used, and send that Folder to me.

Type the Song Name, BPM, Sample rate/bit-rate and Key of the Song in each Session Folder. For Ex: Blue Star 135 BPM -48khz24-E Minor

Non Pro Tools Users/Other DAWs:

Create a New Session. "save session as" BOUNCE TO MIX for you,

1.Plugins and EFFX:

REMOVE **all Plugins** in each track and the Master Fader.
The Tracks have to be RAW, Clean, No EQ or Compression on the bounce or Render.

2.Levels and Panning:

All the faders of your tracks needs to be at "Unity"(0dbfs) and the panning in Mono tracks at Center Position and Stereo Tracks hard Left and hard Right, that includes Master Fader (no limiters or any plugin there as well).

++Check no tracks are clipping, if they do, lower the fader until they do not clip.

3.Sounds with EFFX.

If you are totally in love with a particular sound please bounce that track with all those Effx. but send a RAW version of that track without process and add Raw at the end, for ex: GTR2 and GTR2 Raw
PLEASE ONLY SEND THE PARTICULAR TRACK THAT YOU ARE IN LOVE,
NO ALL THE TRACKS WITH EFFX AS AN OPTION.

No tracks with delays or reverb and if there is a track you love that Effx check what I said before #

Virtual Instruments Dry please, no EFFX on them.

4.Vocal Comp and Pitch Correction.

Always send with your "Tuned" Vocals, a Raw Version (untuned) adding "Raw" for ex: VocalRaw.

5.Clean up your tracks.

Remove unwanted noises between performance parts. Sometimes you want to leave a vocalist's breath for emotion or a guitarist or drummers noises, that is OK, but Hiss or irrelevant noises must be removed.
Other noises like improper edits that cause clicking, popping or other artifacts. Cross-fading at edit points need to be smooth, a good measure is to hear the track in Solo to find any noises. All these little things that may not be heard before mixing will most likely show up in the master.

6.Track Names.

Do not export each track with long or nonsense names, be short and clear for ex: Synth1, E.Gtr3, LdSynth, LdVox. BGVs1 etc

++ DO NOT send tracks that includes the name of the song and the name of the track plus a weird extension like "BlueStar_Piano3_bounce_beep"

7.Export/Bounce the Tracks.

+++Consolidate all tracks from beginning of the session to the end of each track in the sample rate and bit rate of the session.

Please If tracks are Mono Bounce them ONLY in Mono NOT Stereo.
DO NOT USE NORMALIZE Function when Rendering or Bouncing and NOT within the Tracks

Again, please do not render or bounce any track processed with EQ or Compression .

8.<u>Session Folder.</u>

Type the Song Name, BPM, Sample rate/bit-rate and Key of the Song in each Session Folder. For Ex:

Blue Star 135 BPM -48khz24-E Minor

<u>Logic Users:</u>

Here is a video that shows how to export or bounce or render the audio tracks correctly for Pro Tools: <u>http://youtu.be/ckb7DAAaTGM</u>

*Include a **rough mix**, that is very important specially if the artist, label, manager is living with the rough mix for some time and also to understand certain parameters or vibe.

If you have a **song reference** please include a good mp3 or wav. of that song.

Think twice, do not tell me the song is really unique and later on say you wanted a vibe like XYZ song from ABC artist.