

Mosher Audio Mixing Requirements

Q: What exactly do you need from me?

A: First, I need a midi file in order to extract your tempo changes from your song. You should be able to create a blank midi track in your song and then export a midi file including tempo markers from within your DAW.

Audio:

In general, I need one wav file per audio track. The wav file should be the full length of the song and all the wav files / tracks should be exported / bounced from the same starting location. This way, when I import the audio tracks, everything will be lined up properly as you have it in your arrangement. The idea is that there are never any overlapping sounds (two guitar parts at the same time) within the same wav file. The obvious exception would be drum overheads where cymbals and drums are overlapping, or electronic drum breaks or complex textures. I'm just trying to avoid having things like multiple vocal harmonies or multiple guitar parts played in the same wav file because they are impossible for us to separate and mix separately in those situations.

Edits:

Make sure all edits (crossfades etc....) and auto tuning are consolidated in the wav files.

Drums:

For drums you can either send us triggers, mics, midi, or any combination of those. I prefer to have the most raw form of your drums as well as any drum tones you achieved while recording.

This way if I like how your snare sound turned out for example, I can use it in some way. If we don't like how it sounds, I can still start from scratch.

Drum Midi Labeling:

If you are giving us drums in MIDI format, please make a separate midi track for each articulation (kick, snare, tom, cymbal hit, cymbal choke, hi hat open, hi hat closed) and label it as such. This way, it will not matter what midi note is used and I can re-arrange your drums to best suit my workflow.

Bass & Guitar:

I prefer a DI signal from the bass here, as well as midi and amps or DIRECT signal you might have recorded. Any combinations of these are welcome. I can generate a realistic sounding bass from MIDI only, if that's all you have.

Vocals:

Please make sure your vocal tracks are NOT clipping and aren't already compressed. If you compressed on the way in, I will be severely limited in what I can do with the sound of your vocals. Also please make sure that there are never more than one vocal happening at once on the same track otherwise I will not be able to separate the two to change the sound of them.

Keys:

If you have keys, you will need to include an audio track for each part, not just midi. This is because you could have intended for a part to sound like a synth and if I only have midi, I'll just have to guess at what sound you want.

Reference:

Last but not least, I like to have a reference mix to listen to, so I can get a rough idea of what you were going for and how the sound should sound "in general".

Q: Can you add stuff to my songs?

A: This is intended to be a mixing-and-mastering-only service. I never intended for this service to be of a post-production type. That said, I can still add a few things to your song at a charge of **\$30** per hour. A lot can normally be added in one hour though.

Q: Should I include reverb and delay?

A: I ask that you include a "dry" version of the sound in question, along with a "wet" version that I can use as a reference. I will refer to the reference track to understand the intended effect you desire when I go to mix the "dry" version from scratch.

Q: How should I label my files?

A: Please designate a letter at the beginning of each wav file name that belongs to a group of other tracks. For example, if there are 16 tracks that make up your drums, each drum track will start with the letter "D " followed by a space. When these are loaded into the work station, I can sort by alphabetical order and all of the drum tracks will show up next to each other because they each begin with "D " followed by a space.

Example:

B bass di
B bass amp direct
B bass amp mic
D kick trig
D kick mic
D snare mic
D hi tom trig
D hi tom mic
D cymbals
G gtr left di
G gtr left amp
G gtr right di
G gtr right amp
V vox main
V vox dbl
V vox hrm

I encourage the Microsoft naming convention, which is removing all vowels (except the first letter) from a word in order to have lower character count. Example: Kick = kck, Guitar = gtr, Strings = str. Some things (like vocals = vcls) don't really work well so I encourage nicknames. Example: Vocals = vox, Keyboards = keys, Synth = syn. If you're not sure, just use the whole word so we can avoid confusion.

Q: What format should my files be in?

A: Your files should be in 44.1 kHz 24 bit mono or stereo wav file format.
If you are bouncing from ProTools, please make sure your stereo pairs are Interleaved!

Higher sample rates are also accepted such as 48 kHz 24 bit. Do NOT send a session file. Please send wav stems.

Q: How should I send you my files?

A: Please use one of the following file transfer sites to send us files! Each song should be delivered in its own zip file so I do not have to download 200 separate files.

SendSpace.com
FileFlyer.com
YouSendIt.com
WeTransfer.com

IMPORTANT:

If the files are not sent in the way I've laid out above, there will be additional charges added to your remaining balance.