

Mixing Guide

1. Set the initial **levels (balance)** and **pan** the mix (**stereo image/width**).
2. **Eq - Attenuate** (reduce/cut) the sub frequencies from all apart from the kick drum. This will remove rumble and unwanted low end building up in the mix. Avoid boosting frequencies at this stage. 'Sweep' to identify other unwanted frequencies and attenuate.
3. **Dynamic processing: Compress** your audio so that the dynamic range is controlled and more consistent. Different genres require different levels of compression (Threshold, ratio, knee, attack). **Gate** - to eliminate sounds below a given threshold. Use carefully, not always necessary.
4. Create a '**mix bus**' for the drums/guitars/horns etc.
5. Add **space (Reverb, Delay, second look into Pan)**. Use sends to bus multiple audio tracks to the same reverb. You may occasionally use a separate reverb on an instrument/voice but try to use sends as much as possible for a cleaner, more professional sounding mix.
6. **Automation** of effects, and perhaps volume and pan. (Notice how long it takes before you are ready for the volume automation process! Starting volume automation early can cause workflow problems later on)
7. Further **Effects**
8. Final Checks/referencing – **monitoring** on multiple speakers, headphones, low/high quality to achieve a Product that sounds good through many different mediums. **Referencing your mix/master** with a similar commercial recording.