

MIXING AUDIO ONLINE

RECORDING RECOMMENDATIONS OF THE PROJECT

We recommend that all tracks are recorded at a 24 bits depth and 44.100hz or higher resolution in order to achieve the best results. Depths under 24 bits damage the dynamic range and the s/n ratio. Resolutions under 44.100hz damage the wide and hogenic frequency response in all audible spectrum.

The recommended range of recording can oscillate between the -12db and -3db, depending on the character and purpose of the instrument.
If the track program level is lower than 0bd it will make difficult future eq processes where some frequencies require to be enhanced. The same happens for dynamic processes.

Do not apply compression, expansion or gate processes to the tracks when recording unless you are absolutely sure of the final result.

Do not equalize. Our aim is to obtain the most original sound during the recording without any equalization. Instead equalizing, it is better to try different positions of the microphones, of the backline, different locations in the recording room, etc.

Do not dither, this will be applied when mastering after the mixing process in 24 bits.

TRACKING OF PERCUSSIVE ELEMENTS

-We recommend the individual capture of each of the elements that form the set of percussion. In environmental sets of items such as plates, stereo techniques can be used to capture the full set.

-It is advisable to have an extra trigger signal of the main elements of the set for possible future editing sessions if necessary.

-The tuning of the drum before a recording session is important because a properly tuned drum prevents corrections during the mixing.

TRACKING OF ELECTRIC AND BASS GUITARS OR ANY TYPE OF PIEZO OR MAGNETIC PICKUPS

-Apart from the capture through a microphone, it is very important to have a pure D.I. signal. The D.I. track is a guarantee for future editing sessions and reamp techniques if needed.

-Keep the instrument perfectly tuned throughout the recording session.