

## MULTITRACK DELIVERY SPECIFICATION

To ensure your mix sounds its absolute best and the project moves forward smoothly, please try to prepare your files as best you can in according to the guidelines below. However, if there is any difficulty or complication with the specification, please do not hesitate to contact me, so I can work out the best way to proceed.

### Why Request Individual Multitracks (Not Group Stems)

Please provide the completely **individual audio tracks** (multitracks) for your project rather than pre-mixed subgroup stems (e.g., a single stereo file for all backing vocals, or one stereo file for the entire drum kit).

Receiving individual tracks gives me total control over the balance, frequency separation, and spatial placement of every single element in your song. Group stems can limit the ability to fix specific issues, control dynamics, and deliver the competitive, high-definition mix your music deserves.

*Note: If your project is exceptionally complex and you would prefer to hand over a **complete DAW session** instead of raw audio files, this can be arranged on an individual basis. Please contact us before exporting so we can discuss session compatibility and preparation rules.*

### 1. Technical Audio Parameters

- **File Format:** Uncompressed **WAV** files. Please do not send MP3, AIFF, or M4A files.
- **Bit Depth:** **24-bit** or **32-bit float** (matching your native recording session).
- **Sample Rate:** Keep your session's native rate (typically **44.1 kHz** or **48 kHz**). Do not sample-rate convert or upsample during export.
- **Volume Normalization:** Please ensure normalization is turned completely **OFF** in your DAW export settings.

### 2. Session Preparation & Timeline Alignment

- **Zero-Point Alignment:** Every single track must be consolidated or printed so they all start at the exact same point: **Bar 1, Beat 1 (0:00:00)**. This is to ensure they line up perfectly when creating the mix project session.
- **Clean Track Names:** If you can label files clearly by instrument type (e.g. `Kick_In.wav`, `Snare_Top.wav`, `Bass_DI.wav`, `Lead_Vox.wav`) it will greatly help setting up the mix session. Please avoid generic or confusing names like `Audio_01_copy_final(2)`.

### 3. Effects, Processing, & Creative Decisions

- **Bypass Mix-Bus Plugins:** Please turn off all limiters, compressors, stereo-wideners and EQs on your Master Output channel before exporting. Your rough mix bounce should be the only file with master processing. If you have specific mix bus processing requirements, please let me know in the `info.txt` file.
- **Keep it Dry:** Remove channel EQs, compressors, reverbs, and delays from individual tracks. Clean, uncompressed audio will help get the best separation and depth in the mix.
- **When to Keep Effects (Wet Tracks):** If a specific effect is a definitive creative choice (e.g. a highly stylized vocal effect, a specific tape delay, or a modulated synth patch), please export **two versions** if possible: one completely **Dry** and one **Wet**.
- **Guitars & Bass:** If available, please provide the raw **DI (Direct Input)** track alongside any mic'd amp tracks or amp-simulator printed tracks. This helps with phase alignment, EQ and dynamics.
- **Comping:** If you have multiple takes of the same track, please ensure that you provide just the ideal final version.

### 4. Vocal Tuning & Pitch Correction

- **Disclose Prior Tuning:** If you have already applied any pitch correction (such as Auto-Tune, Melodyne, or Waves Tune) to the vocal tracks you are exporting, please note this clearly in your `info.txt` file.
- **Melodyne Services Available:** I can offer Melodyne tuning options if you require detailed manual pitch or time correction. Please provide details.
- **Supply Unprocessed Vocals:** If you would like me to handle the vocal tuning, you **must** supply the original, completely unprocessed vocal track. I cannot properly tune an audio file that has already been bounced with digital artifacts or baked-in pitch correction software.

### 5. Virtual Instruments (VSTis) & MIDI Tracks

- **Commit to Audio (Freeze/Print):** Please do not send live MIDI tracks or active software instrument plugins. Convert all virtual synthesizers, samplers, and digital instruments into standard WAV audio tracks.
- **Multi-Output Drum Routing:** If you are using digital drum suites (e.g. Superior Drummer, Kontakt, GetGood Drums), do not export a single stereo track of the entire kit. Route and export individual elements — such as Kick, Snare, Toms, Hi-Hats, Overheads, and Rooms — to separate audio tracks.
- **Supply Backup MIDI Files:** If possible, please create a separate folder named MIDI Tracks and export the MIDI data. While I will use your audio prints as the primary source, having the MIDI allows me to address any issues if necessary.

## 6. Folder Organization & Delivery Checklist

Before sending, please package everything into a single zipped folder named:

ArtistName\_SongTitle\_BPM.zip

Inside, please include:

1. **Audio Files Folder:** All of your consolidated, dry WAV multitracks.
2. **MIDI Folder (Optional):** Your backup MIDI files for keys, synths, or virtual instruments.
3. **Your Rough Mix:** A stereo bounce (WAV or high-quality MP3) of your current mix so I can understand your panning choices, arrangement intent, and creative vision.
4. **A Text File ( info.txt ):** A quick note detailing:
  - The song tempo (**BPM**) and any tempo changes.
  - The song **Key** and **Time Signature**.
  - Notes on any vocal tuning you have already printed.
  - Specific mix notes, arrangement cues, or links to 2–3 commercial reference tracks.

## 7. Submission & File Transfer

Once your zipped folder is ready, please upload it to your preferred cloud storage or file sharing platform and send me a **secure download link**.

Recommended services include:

- **Google Drive** (Please ensure link permissions are set to "Anyone with the link can view/download")
- **WeTransfer**
- **Dropbox**
- **OneDrive** or **Box**