

First Wave Recording Studios

Hours: By Appointment Only

Pre-Mixing Checklist

Before Sending Tracks to First Wave Recording Studios (FWRS)	
Recording Quality: Your files should be exported at whatever bit depth and sample rate they were originally recorded in. I recommend recording at a bit depth of 24-bit and a sample rate of 44.1kHz or higher. When setting levels for recording, remember that your signal only needs to average around -18 to -12 dBfs in level on the meter in your DAW. Make sure the loudest parts of the signal aren't in danger of clipping - a good rule of thumb is to leave at least 3 dBfs of headroom to be safe (meaning the signal shouldn't go above -3 dBfs in the loudest sections) .	
File Preparation: Please upload a separate, single folder for each song. Clearly label it with the artist and title. All files should be consolidated so that there is a single .WAV for each track, and all files should start at 0:00 and end in the same place. This ensures that the files line up properly. Please name files clearly with the instrument and any other relevant info. Ex. Vocal - Lead, Vocal - Harmony, Kick Drum, Dist Guitar, etc.	
Track Contents: All editing (rhythmic editing, tuning, comping, etc.) should be completed before sending the track for mixing. Editing services are generally not included in mixing rates but are available for an additional charge. I do sometimes perform some editing during the mixing process at my discretion; these edits are not charged an extra fee. Please only include the tracks and takes that are intended to be used in the final mix. Please remove any non-essential plug-ins (EQ, dynamics, etc.) before exporting and sending your tracks. If you are using any plug-ins that are necessary for the sounds (amp sims, special effects, etc.) and you're happy with how they sound, go ahead and include those when you export your tracks. If you have unprocessed guitar/bass/keyboard DI tracks, please also send the unprocessed versions if possible. Please bounce, print, or commit any virtual instruments (keys, drums, etc.) to audio tracks. Virtual drums should be bounced to individual tracks for each kit element (kick, top snare, bottom snare, rack tom, floor tom, overheads, rooms, etc). Submixed elements such as drum loops are okay if you're happy with how they sound.	
Tempo: Please clearly label the song tempo, either in the session/folder name or track names. You can also include a text file with session notes if that's easier. If you have tempo/meter changes in the original session, it can help to create a MIDI track with a repeating note that continues through the entire song and include it with your files, this allows me to import your session's tempo changes into my own session. Please note: All songs tracked without a metronome will not be edited and time aligned.	

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Helpful Tips

During the recording process, record and include a clean D.I. track for each guitar and bass part in the song. To do this, plug the guitar or bass into a D.I. box and record that signal on its own track while you're recording the guitar/bass parts (make sure it isn't clipping!). Having a clean D.I. track allows us to edit more easily, and sounds can be re-amp'd or altered if needed.

If you're recording acoustic instruments and want a natural sound, please use a microphone. D.I. acoustic guitar, electric violin, etc. can sound cool in the right context but they will never sound natural. Even inexpensive microphones such as the Shure SM57, Audio Technica AT2035/4040/4033, etc. can usually capture a superior acoustic tone vs. most acoustic pickups.

If you're recording live drums, please record several clean sample hits of each drum by itself, with the same power and technique the drummer plays with on the song. These sample hits can be very helpful and can be blended into the song if we need more volume or power from the drums. Include these in a separate folder or in one of the sessions.

Pay attention to the small details! This includes making sure all instruments are played in tune and on time, making sure the drums are tuned, using great quality cymbals, etc. The quality of your recorded tracks will set the ceiling of the quality of your mixes.

****Mixing rates do not include the following services. ****

Instrument or vocal editing (rhythmic, tuning, comping, etc.)

Re-amping

MIDI programming

Consolidation or time-sync of tracks

Tempo adjustments

Alternate mixes (live backing tracks, remixes, etc.)