# MASTER PLUS ONLINE

# ▶ PREPARING FILES

**✓ 1.1 Stereo Mastering**

★ Remove the compressor, equalizer and / or limiter if there is one on the master bus of your software. It is possible in some styles of music to leave a compressor on the master bus. If this is your wish, be sure to follow the rules of signal calibration that follow.

★ Measure the dB peak of the signal for the entire mix.

★ Make sure that the highest peak of all of your mix does not exceed -3 dB peak fs.
Why this setting? : Most software today has a 32bit audio engine float, which prevents you from hearing saturation, if you "go too hard" in the master bus. A form of Limiting / Compression is applied, which is not desirable before sending your mix to our mastering engineer. This the reason we ask that your mix is calibrated at -3dB peak fs and in 24bit (the "real world" ;-). Thereby we can maximize the potential of your mix. If you have questions about this setting, please contact our engineer by email or telephone.

★ Leave a silence before the song starts. If this is not the case, move all your audio blocks back a bar or two. Warning: if you have automations, ensure it has properly followed the movement of the blocks.

★ Select the range to bounce. Start from 0 and leave some time after the end of the song. This function depends on some software, but most of the time the selection bar is located near the numbers indicating the bars, time ...

★ Proceed to the bounce in your software. Name it : artist - my song_mix.wav.
In the bounce window please set as follows:
  ✓ File Format: wav.
  ✓ Sampling frequency: 44.1 kHz
  ✓ Resolution / Quantization: 24bit
  ✓ Dithering: If your project is 32bit, you must apply a dithering: Pow-r2 preferred. Otherwise set to: No dither

★ Some software (like Logic Pro, for example) offers additional settings. We recommend that you set as follows:
  ✓ Destination: PCM
  ✓ Bounce mode: Real Time
  ✓ Standards: No on / off
  ✓ Interleaved files: Yes

★ You can send us mixes with higher sampling rates, however we strongly advise you to mix your projects in 44.1kHz / 24bit if the mixing process takes place entirely in the digital domain. If you are mixing with an analog console, in this case, we encourage you to make your recordings and your mix at the highest sample frequency your digital system is capable of. In this case, to finalize your mixdown, do not «bounce» but an internal stereo recording back into your project.

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★ Login to your account or on the Free Test page of our website, if it is for a free test request.

★ In the Upload Box :
  ✓ Select your file/bounce : artist - my song_mix.wav
  ✓ Select the reference master you want to send to our mixing engineer (optional)
  ✓ Write in the Artistic direction box any information that you think necessary in the mastering process : Dynamic range (compressed, ultra compressed, with air...) ,destination of the master (cd, radio, tv, internet...), fade(s) in/out to create, noise/ clicks/pops to attenuate. Feel free to send us all your wishes. It is better for him to have too much info than not enough!
  ✓ Click the send button and Go !

  ✓ If it is an order for several masters, you can create as many upload boxes as mixes. Thereby information will be well detailed and it will be easier to our engineer to best meet your needs.

  ✓ If you want to send several pieces at once, remember that your upload box area is limited to 2 Gb at a time. If you need to send more than 2 Gb please proceed several times.

✓ **1.2 Stem Mastering**

★ Remove the compressor, equalizer and / or limiter if there is on the master bus of your software.

★ Save your session with a new name: my session_stems

★ Then look at the level of each track solo.
  ✓ Make sure you do not exceed 5dB peak-fs.
Why this setting ? : Most software today has a 32bit audio engine float, which prevents you from hearing saturation, if you "go too hard" in the master bus. A form of Limiting / Compression is applied, which is not desirable before sending your mix to our mastering engineer. This the reason we ask that your mix is calibrated at -3dB peak fs and in 24bit (the "real world" ;-). Thereby we can maximize the potential of your mix. If you have questions about this setting, please contact our engineer by email or telephone.

★ During this operation, be careful to not lose the balance of your mix. If one of your tracks exceed -5 dB peak fs and you decide to lower it by 3 dB, lower all your tracks by 3 dB as well.

★ Make a bounce of your mix and name it:  artist - my song_reference_mix.wav

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★ Proceed to the choice of the stems. In general, our engineer prefers to have them in this way:
 ✓ Kick
 ✓ Snare / Claps
 ✓ Rest of the drums / drum machine
 ✓ Bass
 ✓ Synths
 ✓ Guitars
 ✓ Dry Voice (voice without the effects: reverb / delay ...)
 ✓ Wet Voice (only the effects of the voice but without the raw voice)

*This list does not constitute an obligation and may not represent all the instruments. Please contact our mastering engineer by email or phone with any questions about it.*


★ Proceed now to bounce each stems. In the bounce window, please set as follows:
 ✓ File Format: wav.
 ✓ Sampling frequency: 44.1 kHz
 ✓ Resolution / Quantization: 24bit
 ✓ Dithering: If your project is 32bit, you must apply a dithering: Pow-r2 preferred. Otherwise set to: No dither

★ Some software (like Logic Pro, for example) offers additional settings. We recommend that you set as follows:
 ✓ Destination: PCM
 ✓ Bounce mode: Real Time
 ✓ Standards: No on / off
 ✓ Interleaved files: Yes

★ Once your stems are bounced, locate the folder containing them and name it: artist - my song_stems.

★ Use archive utility software (Winzip / Winrar) and compress it

★ Login to your account or on the Free Test page of our website if it is for a free test request.

★ In the Upload Box :
 ✓ Select your archive : artist - my song_stems.zip
 ✓ Select the reference master you want to send to our mixing engineer (optional)
 ✓ Write in the Artistic direction box any information that you think necessary in the mastering process : Dynamic range (compressed, ultra compressed, with air...) ,destination of the master (cd, radio, tv, internet...), fade(s) in/out to create, noise/ clicks/pops to attenuate. Feel free to send us all your wishes. It is better for him to have too much info than not enough !

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## ▶ PREPARING FILES

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✓ Click the send button and Go !

✓ If it is an order for several masters, you can create as many upload box as mixes. Thereby information will be well detailed and it will be easier to our engineer to best meet your needs.

✓ If you want to send several pieces at once, remember that your upload box area is limited to 2 Gb at a time. If you need to send more than 2 Gb please proceed several times.