



Track Submission Criteria

In order to ensure a high quality mastering of your track, I kindly ask you to read the submission criteria carefully before you send me your final mix. If you have questions, don't hesitate to [contact me](#). Thank you very much!

1. Format: 24bit / 44.1 khz / .wav or .aiff
2. Master Channel: Leave the master bus unprocessed (no limiter / compressor etc.)
3. Headroom: Final mix should be around -6dB.
4. Stems: I recommend to group your channels into these groups:
 - Kick and Bass
 - Hihats
 - Snare
 - Leads and FX
 - Ambience
 - Vocals

Mix Advice

1. Mix:

1.1: Dynamics:

Aim for even mix levels

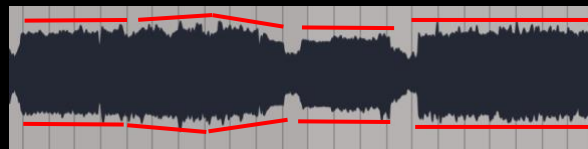


Figure 1 Ideal track dynamics



Figure 2 Uneven mix / too loud in the end

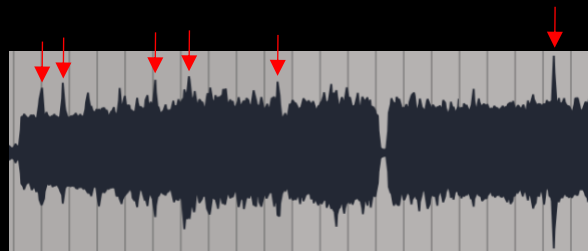


Figure 3 Peaks that are shooting out

1.2: Ideal Curve: Your spectrum should approx. look as following:



Figure 4 Ideal curve

- 1.3 Bass: Keep your kick and bass in mono.
For more information about how to produce a good kick and a good bassline, I highly recommend to watch the [tutorial of Sonic Elysium](#).
- 1.4 Overlapping: Prevent overlapping in the lower frequencies by adding a lowcut to your leads and percussion around 150-200hz.
- 1.5 Peaks: Detect peaks that are shooting out by checking your spectrum analyzer constantly. Get rid of them with compression and/or equalisation.



Figure 5 Peak that is too loud

2. Labelling: Number, Artist, Title, "Final Mix"
Example: 01 John Smith – The Example (Final Mix)
3. Others:
- Don't normalise or convert your tracks.
 - Learn more about how to acoustically optimise your home studio [here!](#)