

How to prepare your files for **mastering**

FILE FORMAT

We prefer WAV or AIFF interleaved (24bit or 32 bit float – 44.1kHz minimum)

Sample Rate should stay the same as the mixing session. Do not sample rate convert your files (up or down)

FILE NAMES

Please label your tracks so it's easy for us to identify the songs and different versions. If possible, filename should start with track number.

example:

01 My Song.wav

01 My Song (instrumental).wav

02 My other song.wav

02 My other song (radio edit).wav

WHAT LEVELS SHOULD I MIX TO ?

Please make sure no peaks exceeds 0dBfs. It is crucial to stay clear of destructive overloads because they can't be undone in the mastering process. It is safe to leave at least 3dB of headroom (the highest peak should be below -3dBfs)

Very low signals are not best for mastering either.

Ideally, the loudest part of the song should peak between -12dBfs and -3dBfs

MIXBUS PROCESSING

If you are using processing or plug-ins on the master bus / output during mixing, please export three versions:

-one version with all processing/plugin-ins bypassed

-one version with all plug-ins enabled (for reference use)

-one version with all plug-ins enabled except limiters or clippers

If you find the limiter you chose to be an important part of your sound, please tell us. We will make sure to have your favorite limiter available for the mastering session.

STEMS

Stem mastering can give us more control and possibilities in the mastering stage. The purpose of stem

mastering is not to change the balance of your mix, but it can be useful to have access to individual stems in some cases. In example, we prefer to control sibilance on a vocal track, than having to compromise and de-ess a whole mix. It can also be more precise to make slight equalisation on single instruments, and it won't affect the sound of vocals and other instruments.

We recommend that you provide:

- a full mix (that's what we will use most of the time)
- instrumental (same mix without vocals)
- Vocals (including vocal effects, reverbs, delays, etc.)

you can also provide one stem per instrument, or any stem you find relevant for mastering.

The sum of all stems at unity gain must be equal to the full mix.

SONG START & END

Please leave empty space at the beginning and end of your song, to make sure that instrument decays, reverb tails or delays have tapered off before the file ends.

FADES

Do not fade out the end of the mix. If you want a Fade out at the end of the song, please tell us where the fade should begin and end. i.e. "fade out from 3:00 to 3:10" or "fade out the 10 last seconds of the song".

You can also send over a reference mix with the fade out as an example we can match.

CLICKS/NOISE/HISS

Those noises are easier to deal with during the mixing stage, so the mixes should be delivered noise free. Some noises and clicks can still be attenuated during the mastering process. We will do our best to provide « technically correct » masters.

TRACKLIST / LABEL COPY

Please provide a track list with track order, exact track name, album name, artist name, UPC code (optional), ISRC codes (recommended).

[Tracklist example](#)

You can also provide sequencing info (track sequence, gap between tracks, etc.) It's always a good idea to provide us with a reference sequence when available.

ISRC CODES

The ISRC code is a string of characters that create a unique identifier for each song. We can embed the ISRC code into the wav file and CD info.

We do not provide ISRC code. If the producer or distributor doesn't provide it, you can request a code online (Please Google ISRC code with the name of your country).

[>> TRANSFER FILES <<](#)

[>> FILL PROJECT INFO FORM <<](#)

If you have any question, please contact us :

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