

Mixing Checklist MandalazMusic

1. Create Project

Date-Artist-Title-Revision
Import stems, name them, color code them
Assign and group bus

2. Editing

comping (choose best takes and time align them)
clearing (clean unwanted noise between Vocals)
crossfades (in and out)
adjust volume (on Vocals and breaths)
Gate or RX 7 (for clicks and pops)

3. Tuning (Pitch Correction)

Melodyne
Autotune or Wavestune

4. Gain Staging (VU on the Master)

level beat to - 6 db
level volume on each vocal
volume automation (manually or Vocal Rider) sweetspot -18dbFS

5. Processing - 1

surgical eq (remove and cut frequencies)
compressor (control dynamics) (virtual mix rack, c2)
de-esser (reduce harsh sounds)
tonal eq (add color)
tonal compressor (add color) (cla-2a. cla-76)
saturation (add character) (saturn, decapitator)
Limiter/Clipper

6. Processing - 2

reverb (room and ambience)
delay (short and ping pong)
parallel Compression (cla-2a)
sidechain compression (pro-mb)
panning (wideness)
creative Effects (chorus, flanger, saturation)

7. Processing - 3

tuning and effects on insert; processing on bus
duplicate track (delay throws: formant, chorus, saturation, pan, phone)
ear candys (risers, reverse vocal or tone, hits, white noise, impacts, foley, drums)
automaton (volume, pan, filter, sidechain, reverb, delays)
singer (more top end, shimmer)
rapper (more upper mids)
hook (harmonies: high, low, left, right)