

December 2024 (v2)

Notes re 'The Product'

Recording sessions are obviously distinct but do not themselves result in any product. Work is required to yield files that can be useful to the musician, i.e. a 'product'. Examples:

Finished Mix

This is a finished mix/production of the song, honed to the musician's satisfaction. I discuss how with the musician. It results in wav and mp3 files at a digital loudness appropriate to the destination of that production (for example streaming).

Raw Tracks

These are wav files of each track as recorded with no mix work applied. Keep in mind there may be very large numbers of these files depending on song complexity and number of recording Takes. Raw tracks' files all start at time zero (the very start of the song), so that files all will be in sync when subsequently lined up in any DAW (digital audio workstation).

Stems

Stems are audio files in wav format comprising logical groups of instruments from a finished mix of a song. For example drums, guitars, vocals. This allows a partial remix to be done using polished material. It is not possible to produce stems without a prior full mix.

CD authoring

The construction of an audio CD using specialised software resulting in DDR (CD format) files suitable for replication services.

Whatever the nature of the Product, once paid for it belongs to the musician and I have no rights over it (unless by prior agreement). Each type of product will incur a charge as agreed in advance. Please note I do not give out DAW Project Files.

A note on Mastering

There are two main aspects to mastering. Firstly, a mastering engineer provides a fresh set of experienced ears on a finished mix allowing any beneficial polish to be applied. Secondly, the mastering engineer will produce files to the required digital loudness etc. relevant to the destination of the music (usually streaming).

A mix produced by myself will always be a pleasing mastered final product – whether you utilise 3rd party mastering depends on your wishes and budget.