



In-Depth Mix Analysis for:

ARTIST: xxxxxxxx

ALBUM: xxxxxxx xxx xxxxx

Track1 – “xxxxx xxxxxx xx”

This song has a nice vibe. You will probably achieve a more driving sound with a punchier kick/bass drum. Try easing up on the compression ratio and increasing the EQ slightly in the 70Hz and 140Hz regions with a narrow frequency width (high Q value). The vocals seem a bit dull in places. A small additional EQ boost somewhere in the range of 2kHz-6kHz may help with this. All other desired adjustments can be accomplished during mastering.

Track2 – “xxx xxx”

Nice mix. No suggested adjustments to the mix. This one should be ready for mastering as-is.

Track3 – “xx xxxxxx xxxx xx xxxxx xxx”

Levels and eq sound good, but the song lacks width and depth. While we may be able to achieve some of that through use of effects during mastering, you’ll get a more natural-sounding sense of width through better use of panning and carefully selected choice of reverb on some specific elements. Try panning the two guitars further to the left and right, respectively. Use of a stereo-widening effect (if you have one available) and/or low-level reverb effect on your keyboard pad element will also help with both width and depth. A very slight amount of reverb with short decay time on the snare drum will add to the percussion depth. On the vocals, try adding an additional reverb effect send with a short decay time, short delay time, but large stereo width and filtered to only affect frequencies above 2kHz and send a very small amount of the vocals through it to try to get some sense of air to the sibilance to help fill the virtual soundstage.

This song has some kind of pop or blip at about the 3:17 mark. We may be able to address that during mastering, but it would be worth a check in the mix as it could be something that is more easily removed there.

It may be worth raising the volume levels of all component parts during the choruses by