

Module 7 Supplementary Reading

- Your Ears Are Lying SOS
 - 1: Ears can be inaccurate when tired or distracted
 - 2: Do your first critical listening when you first begin work.
 - 3: Know your environmentGood advice I can use for mixing.

- Mixing Essentials SOS
 - 1: Play through each track first
 - 2: Mute/delete unwanted sections (cleans up mud)
 - 3: Group and then balance instruments in each group.
 - 4: Volume automation can be just as good as compression

- Two-Stage Mixing SOS
 - 1: Get a rough workable track list with eq and plugins and the like and then render the tracks to start the mixing process.
 - 2: Guitars are hard to get prepared for

- Five Mixing Mistakes SOS
 - 1: Out of balance
 - 2: Frequency balance
 - 3: Dynamic Control
 - 4: Depth
 - 5: Gain Staging

- Compression Made Easy
 - 1: Leave the tracks alone if they don't need compression
 - 2: If it doesn't sound good, don't use it!

- Compression - What Do All Those Knobs Do?
 - 1: Focus on threshold, ratio, attack, and release.
 - 2: Hard knee is quicker and more assertive than soft knee.

Written Assignment - Answer in a doc or pdf file

1. Please answer this first question for each of the supplemental readings.

What were your two key takeaways after reading the assigned article and why? In other words, what were you grateful to learn?

The following questions can be answered for the six articles considered together.

2. What three *significant applications* of mixing technique did you notice that were similar or common between articles?

- 1: Mixing takes more than one pass
- 2: It takes practice to get it right
- 3: Mixing is hard

3. What are three things that were approached differently?

1: "Your ears were lying" really threw me for a loop, because a bunch of the other articles were talking about trusting your ears.

2: The 2 pass mix was different from everything else

3: The others didn't NOT say this, but only one mentioned leaving the track alone if it doesn't need anything.

4. Is there anything in one article that seemed to contradict what was done in another article?

Not that I can think of...

5. What four things covered in these articles you think are the most **important** for a mix engineer to remember as you approach a new project?

1: Play through each track first

2: Know your environment

3: Trust your ears, but know when they can fail you. (Mix important things first!)

4: If it doesn't need compression, don't use it!

6. Is there anything you are confused or unsure about in the content? The more detailed the better.

Not that I can think of!