



Bad Beagle Audio

5 STEPS TO GET YOUR PROJECTS MIX READY!

**Want to get your home produced
music released faster?**

**Follow these 5 production steps,
to help get your tracks out now!**



Step 1:

MIC PLACEMENT

A great place to start getting your productions ready for mixing is getting proper microphone placement. This is very important for instruments using multiple mono signals (Drums, double mic'd acoustics etc). If you get this right, you will save the engineer a lot of time from phase and time aligning.



COMMIT TO YOUR PRODUCTIONS

It's a good idea to make sure you like your productions before sending it to a mix engineer. This includes making sure you've recorded the amp you like, pedals that you want to use or using the right snare for the song. It's not just your sound design you have to nail down, but also the structure of your songs. Make sure you like the arrangement of the song, this will save time from messaging back and forth between you and the engineer.



GAIN STAGING

Gain staging is an important and often over looked part of recording. Make sure your signals aren't clipping or hitting the red light on your interface to avoid "overcooking" or distorting. Distorting or clipping your drum signal, for example, will make it hard for the engineer to apply saturation or add drum triggers to your productions.



KEEP IT SIMPLE!

If you can't play it properly with a metronome, don't record it. Don't force yourself into recording something complicated. Be honest with yourself and you'll save yourself a lot of time and stress. It will also help the engineer concentrate on what they are being hired to do and not waste time correcting and editing mistakes.



MAINTAIN YOUR EQUIPMENT

Keep your equipment clean and in working condition. That means, making sure you have new strings, your pickups are serviced properly, mics have been cleaned and your pedals have a good clean signal. All these “little” things can greatly affect your recordings and can lead to a much smother and more enjoyable recording process.

