Circle one: **_Mix 2:_** Back/Blue **_Mix 4:_** Above **_Due by Wednesday, May 13_**
Need help, review? Watch video in **COS Videos for Class** folder> "**RR How To Mix 07 – Master a Song in 10 Minutes**"
or > "**DM Getting Started with Mixing Step 7- Finishing the Mix**"

Purpose/Goal of this step = "Make sure your mix can hang with real music."
The video describes how to use **4 tools/ plug ins and 1 important trick** to finish/master your song.

1. FYI = **Plug-in order on Mix Bus** = EQ, Compressor, Saturation, Limiter, (Dither, if converting).
2. **Trick** = **Reference/ listen/ compare** your mix to a **Professionally Mixed Song**
   a. Pull down the volume on the pro mix to comparable level of your current mix.
3. **Loop selection** of the "biggest" (fullest, loudest) section of your mix
4. **Tool #1** = **EQ** (the most difficult to learn. Skip this step or be cautious. If you need more than 1.5 dB of change- stop and go back to mixing.)
   a. If you did this earlier, you can just adjust it here.
5. **Tool #2** = **Compressor** = This step is about **blending & tightening** the mix, not making **louder**.
   a. If you did this earlier, you can just adjust it here.
   b. Click the **2nd space Insert** on the **MIX BUS** > **Plug-in** > **Dynamics** > **Dyn3 Compressor/Limiter (stereo)**
   c. (His settings: (he used "Drum kick") try "Kick Tight" preset = 3:1, fast attack & release, 30% wet.)
6. **Tool #?** = Not mentioned in this video, but here would be a place to use a **tape saturation/ emulation** or harmonic plug-in to fatten/fill in missing harmonics.
7. **Tool #3** = **Limiter** = This brings the overall **volume up**.
   a. Click the **3rd space Insert** on the **MIX BUS** > **Plug-in** > **Dynamics > Maxim**
   b. His settings: Ceiling (-0.2 to -0.5)
   c. Pull down threshold. Looking for attenuation of 3-5 dB on biggest peaks (usually kick and snare)- not constant attenuation.
   d. Now compare your volume with your reference audio. Adjust as necessary.
   e. Turn on Dither if you're converting to different bit rate.
8. (**Tool #4** = VU meter) Switch to RMS meter
9. Export/ Bounce/ Render Track
   a. Make selection: Select your "new" song with at least 5 seconds of silence at the end.
   b. File > Bounce to > Disk
   c. File Type: MP3
   d. Format: Interleaved
   e. Bit Depth: 16 bit
   f. Sample Rate: 44.1 kHz
   g. File Name: "{Your name} {song name} MIX 1 {date}"
   h. Directory: Leave alone. It will automatically go to a folder within your session folder called "**Bounced Files**" unless you change it.
   i. **"Offline"**: **Make sure this is checked** or it will go in "real" time.
   j. Click "**Bounce**".
   k. If you choose "MP3", you will get additional options.
   l. Choose "Slowest" Encoding speed, 320 kbit/s Constant bit rate
   m. Adjust anything else you like and click OK.

Reminder: All projects are due to Hinds by midnight, the last day of the semester- WEDNESDAY, MAY 13.

Our "Final" will be one last check in, and a survey. Our "Final" time will be Monday, May 18.