

HYPERREAL AUDIO

HOW TO PREPARE YOUR FILES

Once recording is complete, your engineer should provide you with neatly and logically organized files. This is not an excessive demand to make of them, but basic professionalism. Unfortunately, my experience shows that this is often neglected. Please go through the checklist below and send it to your engineer.

Prerequisites to get started:

- Tracks are exported as WAV files, at the original sample rate and bit depth
- All files start from the same point
- No clipping on individual tracks
- The master bus is clean: no limiters, maximizers, or any other processing
- Mono tracks are exported as mono, stereo sources – as stereo

Things that save a lot of time:

- All tracks are labeled (Kick Out, Snare Top, Guitar L, Lead Vocal, etc.)
- The session is cleanly organized, with tracks logically grouped (drums, guitars, vocals, etc.)
- All tracks are comped – no unnecessary splitting of parts across multiple files
- No bad edits (gaps or audible overlaps at the splice points)
- Each song's tracks are sorted into their own folder, named with the BPM

Important:

The better the source material, the better the result. If you're unsure about anything, get in touch with me – it can make the process much easier later on.