



Mindspawn Mastering

"Incredible attention to detail and true knowledge of what works for an artist. In my 20+ years of making Hip Hop, Mindspawn is easily the best I've worked with."

- Aztech from Hybrid Thoughts

CONTACT

Mindspawn Mastering

Gene Williams

204 Fairmont Ave,

Vallejo, CA 94590

mindspawnmastering.com

gene@mindspawnmastering.com

510-939-0678



Bespoke mastering custom tailored to your music.

My mission is to make your music the best it can possibly be. I understand what goes into a production, the work, the long hours, and most importantly the heart and soul that you put into your art. What I do in the mastering process is to amplify the energy and emotion of your music while enhancing the consistency, clarity and depth of your art.

Audio engineering, and specifically mastering, is my purpose. I listen. I provide the final quality assurance before your music goes public. I am the intersection of you, your art, your audience and the marketplace.

Multi award Nominated. Apple Digital Masters certified. Voting member of the Recording Academy. Audio Engineering Society Member.

Tips To Prepare Your Mix For Mastering

Be honest and transparent. You may have tried to master the project yourself, or had someone else do it and you weren't completely pleased with the result, that's completely cool and let me know. I want to make it the best it can be for you, and it's the best when you're honest with me.

When mixing, try to reference your mixes against familiar source material of your favorite professionally released music that's in a similar style. Mixes do not need to be loud, i.e., hitting 0dB, in order to have a loud master. It's far better to leave some headroom.

Take your time! Make sure your mixes are the way you want them in terms of overall balance, sound, etc. Mastering can occasionally vastly improve a mix, but it cannot fix a poor mix or lame performance.

Apply minimal or no limiting/compression on your main buss. However, feel is a far more important factor than following any technical "rule." If you're using a compressor on your master buss and taking it off causes the mix to fall apart or lose its balance or feel, then send me a bounce with master buss processing on and one with it off. I can use your compressed or limited version as my reference. Having both versions of the mix allows for options that wouldn't be available if I am working solely with the compressed or limited mix.

Check the levels on the files you send. Output below 0dB please.

On your DAW that means, at minimum, just under true peak zero. That means stay below zero as some DAWs and recorders have built in digital limiting that kicks in when you hit zero, and you should definitely avoid that. There's absolutely nothing wrong with having your true peak at -3dB below 0dB, or even lower (files at -6dB to -12dB below true peak are still great), but you definitely don't want to be at or above 0dBFS on any file you send. **My recommendation is for peaks to be between -1dB and -6dB.**

It's great to include references! Send along any reference tracks, especially ones that you like and that you feel your music can or should sound similar to. This will help me better understand what you want from the mastering process.

I really encourage you to ask questions. Don't be intimidated by the process. I am always happy to explain the process and show you what I am doing or what I have done in the mastering process.

What Formats should you send?

Please send .wav or .aiff stereo, or dual mono. You can send to me with a file service like WeTransfer, DropBox, Google Drive, etc. I have a secure direct upload Wetransfer link at:

<https://mindspawnmastering.wetransfer.com>

Digital files should remain at the same sample rate they were recorded at. If you're working on your mix at 44.1KHz, send the files at 44.1KHz. If you're mixing at 96k, send your mixes to me at 96k, and so on. Stereo interleaved or dual mono are both fine.

Resolution should be 32 Bit floating point (24 Bit TDIF or triangular dithered minimum). I can work with 16 bit files, too, but I strongly recommend sending at least 24 or preferably 32 bit float.

Do not send MP3s.... Seriously. If an MP3 is all you have, then contact me to discuss the limitations of what can be done.

Please do not dither or convert the sample rate of your files before sending them. Keep your files at the same resolution as the mixes.

If you're sending stem files, insure they are proper stems. All stems should start at the very beginning of the song. All stems should be the same sample rate. For mastering purposes 3 to 5 stems are best, no more than 8 stems per track, please.

Make sure all your files are named and labeled correctly. Triple check them to be sure they are as they should be, they are the correct mix versions and there are no spelling errors.

Example of file naming: "01 Artist Name - Song Title.wav"

**If you have any questions or concerns please email me at:
gene@mindspawnmastering.com**

Do not fade out the file yourself but tell me where the fade should begin and end. If you decide to do the fades directly in the mix, make the mixes fade in and out exactly how you want them. Make sure they at least all start and stop clean.

Did the artist give you a gold star and sign off on the mix?

Dynamic Range of -6 or more would be amazing. But feel free to compress and limit if that is your vibe.

Triple check that you're sending the right final mix.

Please send Instrumentals, TV Mix, or any other versions with the final mix.

Send me the loud, hot, limited reference everyone has approved if it differs from the final mix.

Make sure you bounced with plugins at full resolution and turn off any room calibration software.

Apologies, I have to ask again.... is this really the final mix?

MASTER FORMATS

- 44.1 kHz, 16 bit is still standard for CD and almost all Digital Distributors.
- 44.1kHz, 24-bit and higher is for Apple Digital Masters (formerly MFiT). You should contact your distributor about this process and make sure you follow the correct procedures for ADM/MFiT, I will give you my Apple Digital Masters provider information when the time comes for you to get the ADM badge.
- 48kHz, 24bit for all your insanely creative music videos.
- 96kHz, 24-bit or 88.2kHz, 24-bit Hi-Res Mastered files for platforms that support HD.

LOUDNESS - How loud do you really want it to be?

Loudness war our not, how you choose to present your art is up to you.

I will master your mix as loud as you want it, it is completely your choice.

Do not be shamed into doing something, whether it's loud or not it is YOUR CHOICE!

This is your art and I will honor how you want it to be.