

Requirements For Raw Recordings

1. Requirements for the audio material:

Tracks	<p>Please don't edit the tracks nor apply any effects except those that are an integral part of the artistic concept of the title like guitar effects, reamping and the like. It is also allowed to apply very moderate limiting for the purpose of avoiding any clipping. A good recording level is -18dBFS RMS (that is the average loudness level, not the peak level!).</p> <p>All tracks must start at the beginning of the project at timecode 00:00:00. If a track contains pauses, they have to be rendered into the audio file of the track.</p>
Processing of the stereo sum	<ul style="list-style-type: none"> - In the stereo sum, effects that color the sound in any way are allowed. However, please do not use effects in the sum, that increase the loudness only! - The average loudness of the mix should <i>not exceed</i> -15 dBFS RMS in the stereo sum. - The peak levels of the stereo sum should be close to -10 dBFS, but they should never exceed -6 dBFS!
Title List	<p>For mastering projects, please fill in the document <u>Mastering request</u> that can be downloaded from our website. The document can be opened either with Microsoft Office or with OpenOffice i.e. LibreOffice. Please fill in both sheets contained in this document <i>completely</i>.</p> <p>When filling in, always check for correct and consistent spelling of names and ISRC codes, if any exists. Include the filled-in sheet into the archive file that also contains the audio data.</p> <p>If the ISRC code should be assign by us, please indicate this by putting an „x“ into the ISRC column of the respective title(s).</p>
Stems	<p>If you send in stems (several stereo tracks each containing a single sound layer like vocals or a certain instrument group) for mastering, the correct loudness relations between the sound layers have to be rendered into the stem files. If you load all stems into a DAW and you set all volume faders to 0 dB, the loudness relations have to be correct.</p>
Reference Titles	<p>If you like, you can also send us 2 – 3 reference titles. If you do so, please mark them clearly as reference titles. We will do our very best then to achieve a sound for you which is similar to the reference titles.</p>
Sample Rate	<ul style="list-style-type: none"> - 44.1 kHz for Redbook-compatible CDs and all digital formats (e.g. MP3, FLAC, OGG,...) - 48 kHz or 96 kHz for DVD-Audio, which is used for video sound, for example. - Please do not use sample rate conversion (SRC).
Bit Depth	<ul style="list-style-type: none"> - When recording, always use the highest possible bit depth, preferably 32 bit floating point. - If a bit depth of 32 bit floating point is not possible for you, please use a bit depth of 24 bit.
Dithering	<p>Please do not apply any kind of dithering</p>
File Formats	<ul style="list-style-type: none"> - Please send your material in WAV format. - Other file format on request
Fades	<ul style="list-style-type: none"> - Please do not apply any fades. - The only exception to this rule are arranged fades where different tracks of a mix have to be faded separately.
Beginnings/Ends	<ul style="list-style-type: none"> - For each title, please include a pre-roll and a post-roll of at least 1 second. - If you want the sound of the silent room between titles please provide a separate recording that contains 1 – 2 minutes of room sound only or include a pre-roll and a

Legend

- Applies to mixing projects only
- Applies to mastering projects only
- Applies to all projects

2. Naming conventions

A) for editing and mixing projects

Folder names

Create a folder named like the whole project itself (in our example: “Sample Project”).

For every title i.e. for every version*) of each title of your project, you create a subfolder in this project folder named:

<Title# 2 digits>_<Name of Title>[_V<Version# 2 digits>]

Title numbers and version numbers less than 10 have to be padded with a zero.

Example: 05_My Song_V02

The specification of version is omitted, if only one version exists.

Example: 01_Our Village

In this folder (in this example 05_My Song_V02), create a new subfolder named „WAV“. This subfolder has to contain all audio files **for this title**.

For **different titles** as well as for **other versions of the same title**, a **separate subfolder** has to be created within the project folder.

File names

Nr<Title# 2 digits>[_V<Version# 2 digits>]_<Name of track i.e. microphone specification.>[_T<Take# 3 digits>].wav

Example: Nr05-V02-Piano-T001.wav

Examples for microphone specifications:

MM = Main microphone

RM = Room microphone

If there are several main microphones or room microphones, please add a number or the microphone type for distinction. Segments in square brackets only need to be specified if necessary. For example, if there is only one version or one take, these specification blocks will be omitted.

Please note:

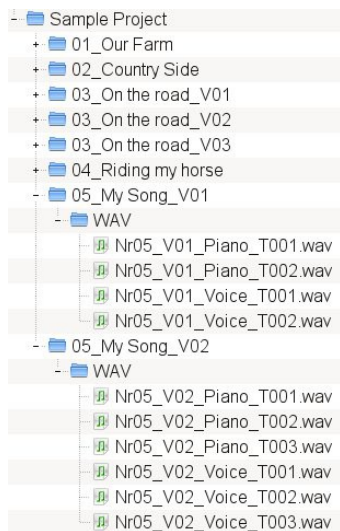
If there are stereo tracks that have been split into two separate mono files for the left and the right channel, please name them according to the following scheme:

Left channel: *<Filename>.L.wav*

Right channel: *<Filename>.R.wav*

Except for the suffixes **.L** i.e. **.R**, *<Filename>* should be identical for the files of both channels.

*) Versions are independent, alternative recordings of the same track that differ in instrumentation, microphone setup etc. Everything else is a *take*.



Example:

B) for premastering projects

Folder names

Please create a folder that is named like the project itself.

In this folder, create a subfolder named „WAV“. The audio files have to be put into this subfolder.

File names

All files within the WAV folder have to be named according to the following scheme:

<# of CD track 2 digits>[_V<Version# 2 digits>]_<Name of CD track>.wav

Segments in square brackets only need to be specified if necessary.