

## **Develop Device | Technical requirements**

### **File delivery:**

Delivery of files by **Google Drive**. No other file delivery methods accepted. Upon agreement I create a new folder for the files.

**Please make sure all files are organized similar to the sample file below.**

<https://drive.google.com/file/d/1mMR2sA7yvrctbXDcRArLDfVKgs2D9RYQ/view?usp=sharing>

Include a MIDI file for me to import the tempos (if drums or bass are MIDI, then that should import it correctly).

Every track should be consolidated from zero until the end of the session. This is to make sure everything lines up correctly once it has been imported.

Please ensure that all mono tracks are sent as mono WAV files. Most files will be mono (guitar DIs, individual drum mics, vocal tracks, bass tracks). The only things that are usually stereo files are drum overheads\room mics, certain effects and synth tracks, and anything that was recorded with two mics.

If the drums are in MIDI, please include a MIDI map so I know which midi notes go to which drums.

Also, include a rough MP3 mixdown of the session for me to reference as I'm setting up my session. Feel free to include any songs from other bands that you want me to use as a mix reference.

Please send all files in the same sample rate\bit depth that they were recorded with (usually 44.1kHz\24-bit or 48kHz\24-bit).

If the files are not sent in the way I've laid out above, there will be additional charges added to your remaining balance.

### **Formats:**

24-bit, WAV or AIFF, 44.1kHz is the preferred standard.

### **Session formats:**

Cubase, Studio One, Reaper or ProTools formats accepted.

Other formats are of course bounced files in 24-bit WAV or AIFF, 44.1kHz/88.2kHz, all starting from 0:00.

Please ask if in doubt.

### **Other info regarding files/tracks:**

Make sure you send consolidated tracks all starting from 0:00 if you're not sending Cubase, Studio One, Reaper or ProTools sessions.

### **Tempo/meter:**

Include Tempo/Meter information if the track is recorded to a fixed tempo(s). This can be included in your sessions, or as a midi file if delivering raw audio.

### **Sessions:**

Every song should be in it's own session or folder. 1 song means 1 session, 10 songs means 10 sessions.

Please do not combine all your songs into one master session. All song folders should go into a single folder with either the band name, or band name and album title.

### **Labeling:**

Name/label the tracks so there is no confusion of what it is. An example: KICK or BD. SN, HIHAT, GTR1, BASS DI, VOCAL or VOX etc. Like in the File Organization Example.

Here's an example of what **NOT** to do: JOHN 1, LES PAUL 7, Shure SM57 etc.

It should be very clear what's on the track, not who performed on the track.

### **Special printed effects:**

If you have a specific effect on i.e. guitars or vocals that you would like to be kept like that, make sure you make a bounce of the guitar **WITHOUT** effect and make a copy of that track **WITH** effect, so it's easy to tell where you're going with the effect. Same goes for vocal effects etc.

### **The obvious, but VERY important:**

Keep your sessions and files "tidy". Check for clicks/tics etc. in transitions. Make crossfades if needed.

Make sure vocals are tuned, drums are edited, and everything is "MIX READY", otherwise, I will be editing and troubleshooting instead of making your album sound as good as possible, AND I will charge per hour for that.

Don't upload or send multiple session files of the same song. It has to be very clear that the uploaded session is the one that has to be used, and that all the tracks inside are for mix.

### **Mastering:**

Many of the above things apply for a mastering session.

Files must be stereo, 24- or 16-bit, WAV, 44.1kHz or 48kHz, or higher.

For stem mastering, please ask.

Thank you

– Jaroslav Holub | Develop Device | [www.developdevice.com](http://www.developdevice.com)