Two Zero Nine Mastering: Quick Submission guide!

Thank you for choosing Two Zero Nine Mastering! We want to ensure we get the best results possible, and to help us achieve that, here are some guidelines to help you prepare your audio for mastering:

CLIPPING:

Digital clipping occurs when your audio goes above 0dbFS. When this happens, the information is simply cut off and can't be brought back once you have rendered/bounced your audio.

The best way to get around this is to avoid clipping in the first place! (Sounds easy, right!). If your master level goes over 0.0dbfs – just turn it down! Similarly, if any of your track levels peak, turn them down.

It's good practise to just turn your volume up when mixing, rather than turning your track faders up.

The urban myth is that mastering engineers require your track to be -6dbFS, but anything below 0.1dbFS is fine for us.

LIMITING/COMPRESSION:

I think it's quite a common occurrence nowadays for people to mix their music into a limiter/compressor. This is completely fine to do so, but some general advice is to remove any limiters from your master/mix bus before you bounce your audio.

If you have a 'limited version' of your track(s), just send it over! It will give us a good idea of what you are trying to achieve

MP3's

Typically, we will not master mp3's. However, if this is all you have, and are unable to get a WAV/AIFF (files deleted/lost/damaged), we can check the audio and decide what to do. But just let us know first.

ARE YOU HAPPY WITH YOUR MIX??

Better mix = better master. It is *ALWAYS* best to address any issues as early on as possible. Don't leave it to the final process to decide your vocals aren't loud enough, or your guitar needs more reverb.

If you have any issues with your mix, please let us know and we can get in touch with your producer/mix engineer for you!

WHAT ARE YOUR PLANS FOR YOUR MUSIC?

It's always good to plan ahead, and music is no exception! Mastering is the final process before your music hits the shelves, so having an idea of what kind of release you are planning will help us deliver better end results!

As well as 'standard' mastering, we can also provide the following different sets:

- Mastered for iTunes (specially mastered for perfect results when digitally distributing)
- Hi-Res sets (96k/24bit for any audiophile fans out there)
- CD sets (44.1/16bit for physical distribution)
- MP3 sets (320kbps ideal for carrying on a USB stick for quick playing for industry etc!)
- DDP Image (typically sent off to CD pressing plants to avoid any data corruption of files)
- Radio Edit/Instrumental (discounted master as this is typically the same process as the original song)

STEM MASTERING

Stem mastering is almost a process between mixing and mastering. We'll take your group stems (for example: Drums) and make any changes individually before passing them through a mastering chain.

An example would be: If you have a dance track that has a lot of sub information you feel is being problematic, but the rest of the music is fine; we can process the drum stem separately from your track and simply put it back together.

NEED ANYTHING ELSE?

We also have RX Elements: The industry's leading audio restoration tool! If you have any other audio files (voice overs, audio books, ADR etc), we can touch up these too! Just let us know in the contact form.