MIX NOTES (LP 2019)

The overall sound of your mix is good. It accomplishes a good atmosphere of old school death metal while sounding clear for the most part. Here are my mixing recommendations that will, in my opinion, make the final result sound more balanced.

General Notes:

1. The overall EQ curve of the mix shows that it is very scooped in the mids. This is not inherently a bad thing, but I do feel that your mix could use more Mid-frequency information in order to sound more balanced and "bigger".
   (See the attached EQ curves for clarification). **See change no. 3**

2. The mix has too much treble (3 to 5 KHz). Our ears are the most sensitive in the 2 KHz to 5 KHz range. So it's extremely important not to push too much in this area, as it is also prone to unpleasant distortion when the volume is raised during mastering.
   (See the attached EQ curves for clarification). **See changes no. 4 and 6.**

3. I think that the guitars are lacking a sense of body and they have that aforementioned scooped sound. By making a few adjustments to your guitar tracks, I think that your mix will sound bigger and it will take care of most of the issues mentioned on Note no. 1. **See change no. 3 and no. 4**

4. I think the drums could be a bit louder. The kick and snare are over-powered by the guitars and bass in most fast parts. **See change no. 5**

5. The mix collapses nicely to Mono… BUT… The stereo image of the mix is very narrow. That's not inherently a bad thing. However, I am curios if that was intentional?

Track-specific changes:

1. The bass track has a lot of buildup around the following spots: 115 Hz to 190 Hz. The bottom end of the mix will be tighter by adding small EQ cuts around this areas.

2. The vocal track has a buildup around the 390Hz area. Try making a small EQ cut there too.

3. Make a wide bell curve boost on your guitar bus entered around 700Hz, but be careful not to over do it. Also, add a small low-shelf cut on your guitar bus at around 250Hz.

4. Cut the brightness of the guitar tracks between 2 to 4 KHz. There is just too much. Also, make sure the guitar solos are not too bright, either. It sounds like they also have too much information in said area.

5. Make the drums a bit louder. Also, pocket the kick and snare agains the bass and the snare. If you don't know what I mean by pocketing, please give me a call and I'll explain. Frequencies to pay attention to: 200 - 300Hz & 1 - 2.5KHz for snare, and 90-125Hz for kick.

6. Cut a bit of the cymbals harshness. Again, somewhere around 2-5 KHz.

REFERENCE TRACK:



YOUR MIX:



Closing thoughts:

Your mix is scooped in the mids and has too much information in the 3 to 5 KHz region.

See the reference track for a balanced guideline.
Please note that the EQ curve of your mix DOES NOT have to be an exact match to the reference, but I do recommend making the above mentioned changed to ensure that your mix sounds more balanced and less muddy.