

IN THE STUDIO, PART 6: CLEANING UP AND MIXING

CHAPTER REVIEW

SUBCHAPTERS

- Roughing In the Mix
- Dialing In Instrument Sounds
- Honing the Lead Layers

One of the more tedious parts of creating a new track is cleaning it up and getting organized. It's important to delete unused musical ideas and color code your tracks so you can see the drums, leads, basslines, effects, and vocals at a glance. Having a clean project is key once you start moving tracks around in the arrangement phase.

Once Benno's got the track organized, he starts some basic mastering work, adding multiband compression and limiting to the end bus of the project. His ears are finely tuned and he can work very fast. He's looking to give the track more clarity and impact, and bring up the overall loudness level. He A/Bs against the unmastered mix frequently to make sure what he's doing is actually helping. He has volume-matched both mixes to clearly hear the difference and not be fooled into preferring whichever has more volume. Doing this work to get more loudness and a better overall mix now means he and Armin will be able to "feel" the track better as they start arranging and building the big drop.

EXPLORE THE PLUG-INS

In this chapter Armin makes use of the following plug-ins:

- [FabFilter Pro-MB](#)
- [The Glue](#)
- [Invisible Limiter](#)
- [VSC-2 Compressor](#)
- [Sylenth1](#)

ASSIGNMENT

- Explore dynamic processing plug-ins on your own. Match some of Benno's settings and see what they do to your tracks-in-progress' sound. Every track is different, so you'll probably have to play around to get something you really like. Don't forget to trust your ears. As Armin says, "If it sounds good, it is good."