



STEP 1: Arrange your tracks by instrument. Extra points if you order them the same way for every mix.



STEP 2: Relabel tracks. Make sure they're understandable, not 12_kick.aiff.



STEP 3: Color code tracks. Again, extra points if you color them the same way for every mix. This will help you find things quickly.



STEP 4: Delete empty or unwanted tracks. If it's not going to be in the mix, it doesn't need to stay in your session.



STEP 5: Hide unused tracks. If you want it in your session for safekeeping, make sure you hide it from view.



STEP 6: Send your individual instruments to busses. Having everything under one fader will speed up your mixing.



STEP 7: Insert fades and crossfades. At least 10 ms at the beginning and end of each region should be enough.



STEP 8: Gain stage your files. Reduce the gain of channels that peak above -6dBFS, and add gain to channels that peak below -30dBFS.

120 BPM

4/4

STEP 9: Input tempo data and time signature. Without them, editing and automation will be extremely difficult.



STEP 10: Create song section labels. Knowing where your choruses are is invaluable when you're mixing quickly.



STEP 11: Make sure the buffer size is high. Set it to 1024 to keep your CPU usage low.



STEP 12: Import your reference tracks. Find some mixes similar to yours and listen to them throughout the process.