**PLEASE WRITE YOUR ALBUM TITLE, AND EACH SONG TITLE EXACTLY AS HOW YOU WANT IT ON THE CD, WITH EVERYTHING SPELLED/CAPITALISED AS YOU WANT. I WILL COPY AND PASTE FROM HERE TO AVOID ANY ERRORS.  
  
  
MIXNOTES FOR ALL ENTIRE ALBUM (GENERAL MIX CHANGES THAT AFFECT EVERY SONG EVENLY)  
  
Vocals**

**Guitar**

**Drums**

**Bass**

**Other**



**Album Title: (Still Pending)**

**Butterfly --> Monarch Rising**

**Vocals**

* 2:01 - copy swell growl of 3:13 there
* 2:49 "glass" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones
* 2:54 "tters" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones
* 2:54 "tters" extend by about half a second
* 3:36 "thy" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones
* 3:42 "tion" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones

**Bass**

* 2:50/3:36 – Brad’s bass tap over the trill is quiet

**New Two --> Algorithmic Obsoletion**

**Drums**

* 3:14 – Extra tom hit (Remove)

**Bass**

* 2:45 – More volume on bass solo? Or a high/mid boost so its easier to hear.

**Guitar**

* 0:22 – Weird noise in the left guitar. I don’t hear it at 3:13.

**Intergalactic Cattle**

**Other**

* Missing sound clip at the beginning.

**Guitar**

* 1:23 – The guitar cut is very abrupt here. Can the cut be stretched out a bit? (It's not that bad on speakers but on headphone, the left side feels abrupt)
  1. - I don’t hear a difference, but it’s minor and I think its fine.
* 0:05 to 0:08 can the guitar be panned to the left instead of the right for that small chunk
  + - * 1. - I think the left side is a bit louder in the new edit
* 1:30 to 1:33/1:44 to 1:46 – missing the high guitar harmony that the other parts have.

**Vocals**

* 2:34 "obscene" - can the "scene" be made into an echo of 2 rep?

**Confined**

**Vocals**

* 3:04 to 3:40 can we see what this section would sound like with even more reverb? almost like pulsing in a way?
  1. - I don’t hear much of a difference here. No pulsing, maybe a tiny bit more reverb.

**Guitar**

* 3:27 – Something is a bit funky about that transition from the end of the repeat to the start of the next (I think its in the left guitar)
* 3:55 – Crossfading issue (can hear a noise before the beginning of the guitar on the right side. Same issue bloodwitch had at 1:37)

**Other**

* Intro - Increase gun shot volume
* Maybe add couple seconds to the clip on the intro
* Last note of outro, could we see what it sounds with the gun blast on the last note.
  1. - No gun sound here

**Doomnot --> Unnatural Selection**

**Other**

* 10 second gap at the beginning (remove)

**Bass**

* 1:45/3:53 – Bass is a bit too quiet for the tappy part (tiny boost)

**Vocals**

* 1:37 "yearning" extend to 1:39-1:40 (slightly before the guitar fill)
* 2:01 "despair" extend by 1 second
* 3:45 "afresh" extend to 3:48 (slightly before the guitar fill)

**Bassoona --> Nullified**

**Vocals**

* 0:34 is there any way to get the word "caged" sounding clearer? I think other lines of vocals layers the end of the word and make it sounds like "cai" instead of caged but i think its there. Maybe shorten "caged"?
  1. - This doesn’t sound fixed to me
* 1:18 to 1:27 and 2:05 to 2:14 backvocals don't have the same volume as 4:32 to 4:41. (Want them identical to 4:32 to 4:41). (the word "deceased" & "such" mainly)
* 3:48 "in" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones
  1. - I don’t hear a difference here
* 3:59 "ly' is currently 6 beats long i think, extend by 1 (total 7)
* 3:59 "ly" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space space when listening with headphones
* 4:04 "sins" is currently 5 beats long i think, extend by 2 (total 7)
* 4:04 "sins" any way to beef it up somehow? maybe it needs more volume or using some of the other takes to beef it up. feels maybe too quiet or it doesnt take enough space when listening with headphones
* 4:26 to 4:29 extend scream by one beat (1:13 to 1:16 has the same scream but for 9 beat instead of 8).

**Drums**

* 1:09 – Extra tom hit
* 0:38 – Extra kick

**Bloodwitch --> The Blood Witch**

**Vocals**

* 2:24 the word "child", is the "d" at the end missing or just not prominent? if it's there, can we make it sound a bit more enounciated
* 0:52 "the word "matriarch", is the "rch" at the end missing or just not prominent? if it's there, can we make it sound a bit more enounciated
* 0:08 "son" is currently 8 beat, can it be extended to 9

**Guitar**

* 1:37 – Noise in the guitar here, like a clicking sound.
* 3:18 to 3:27 – Could we hear the third guitar part (the one with the triplets) louder so its as audible as the other guitar parts (no effects on it)
  1. - Do we keep it?

**Threeze --> Spectral Duality**

**Vocals**

* 3:46 the word "waning", back vocals don't seem to line perfectly at the end of the word, maybe its just the end of the pronounciation that's different and makes them feel not lined up?
* 3:46 extending "waning" to 3:50ish (slightly longer)
* 3:55 extending "as" to 3:59ish (slightly longer)
* 4:05 extending "time" to 4:09ish (slightly longer)
* 4:15 extending "passed" to 4:19ish (slightly longer)

OR

* 3:46 to end, vocal needs to be less present in the mix, and maybe more space-y (maybe lot more reverb?) as if they were in a far away vortex or something
* 3:15 "passed", can it be extended to 3:19-3:20

**Bass**

* End of the bass in the intro is a little too buried. Is there a way to boost it? Or could we remove all the intrument between 0:07-0:09 to have only bass tap and then everybody kicking back in at 0:09

**Drums**

* 3:26 to end make the toms a bit quieter for that section (leave the 2 hits between 3:24 to 3:26 the same