Please read this guide before uploading your tracks for mastering.

Sample Rate & Bit Depth:

Follow one basic rule. Export your mix to the same sample rate and bit depth of the project you are working on.
Because if you change the sample rate and bit depth without hi-end convertion, you could cause significant downgrading
 to your mix audio quality. Please work your projects at 44100kHz 24bit at least. All modern DAW's are fully compatible
with these settings. Avoid applying any dithering algorithm on the stereo out of your digital mixer. Leave it to us!

File format:

We accept two file formats: WAV and AIFF. This is just to make our life easier in case there are compatibility issues.
These two formats are the most common formats for uncompressed and lossless audio quality and they are compatible with almost every
media player.

Labeling:

Please give proper names to your files/songs.
As a common rule we suggest the following format:

    ARTIST NAME_SONG TITLE_MIX.wav or ARTIST NAME_SONG TITLE_MIX.aiff

Stem mastering:

In case of stem mastering please include the stems of each song in a single file and name them properly.
e.g. Artist_Song Title_Drums,Artist_Song Title_Percussion, Artist_Song Title_Bass,Artist_Song Title_Guitars, Artist_Song Title_Keys, Artist_Song Title_Vocals.

Vocal Sibilance:

Because mastering tends to exagerate vocal sibilance please pay attention to any "ss" in your mix.
During the mix stage you have access to any track so you can apply deesser individualy while in the mastering process in order to eliminate sibilance problems
we affect all intruments in a specific frequency range.

Compression/Limiting/Clipping:

Please avoid any compression or limiting on the mix bus after you have finished the
mix. You can mix with a
compressor for artistic reasons during the whole mixing process but only if you are
sure about that. Otherwise
you could decrease the dynamic range with audible unwanted artifacts and that would be
a serious problem that
the mastering engineer could not reverse. Furthermore, avoid your mix to hit more than
-0db (clip) as this could
cause audible distortion. As a general rule, keep your mix under -3db (dbfs scale). In
that way, the mastering engineer
has enough headroom to work with.