



**DEEPGROOVES**

## Mastering Specifications

- **FORMATS:** WAV, AIFF, FLAC (lossless) or DDP Image.
- **BIT RATE:** 24 bits (16 bits works too) 32 bits is overkill.
- **SAMPLING RATE:** 44,1 kHz or higher, we prefer 48 khz.
- **TRACKLIST:** Tracks with sensible hi end frequencies sound better at the beginning of each side, the highs can sound slightly more distorted and less clear near the end of each side due to less playback speed.
- **COMPRESSION/LIMITING:** Slight mixbus compression/limiting is not a problem if you know what you do, otherwise don't use it (recommended).

### Reference Tracks:

It can be good to send a reference track along, but only AIFF, WAV or FLAC (uncompressed). MP3 is not a good reference because of the data compression, so links to youtube or soundcloud neither.

- **MAXIMUM SIDE LENGTHS 12":**

Maximum levels, approx +6 dB: 6 min at 45 RPM, 8 min at 33 RPM.

Sufficient levels, approx +4 dB: 8 min at 45 RPM, 11 min at 33 RPM.

For dj use, approx 0 dB: 11min at 45 RPM, 15 min at 33 RPM.

Maximum playtime albums, approx -6 dB and lower: 18 min at 45 RPM, 24 min at 33 RPM.

(keep in mind this is not possible or recommended with more bass heavy music, a record with just speech might be even longer then 24 min but not recommended).

### TIPS:

Try to use de-essers on vocal tracks in mixing, it's better then solving these issues in mastering.

Don't go wild on stereo width enhancers for loud cuts!

Keep the stereo content at least lower then half of the mono content, so at least 6db lower (in M/S coding). We use an elliptical filter to transform the lowest stereo information to mono. For loud cuts at least 9 dB difference is nice. Stereo cuts vertical and modulation get's much more limited, which means less hard cuts.