# GLADE MIXING

# **Export For Mixing**

How to export single tracks from Ableton Live for external mixing



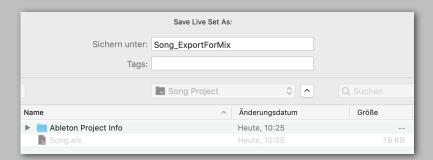
#### 1. Create a demo version:

Before you change anything in your session, bounce the current version of the song as a demo. This can help the mixing engineer orient herself/himself and serves as a helpful reference as to whether all tracks in the song are present, for example.



## 2. Save the project:

Next, to be safe, save a new version of your project file and mark it with "ExportForMix" after the existing name so you don't get confused later.



## 3. Take out the trash:

Delete all the elements that aren't supposed to be in the song. Like ideas that are already discarded but are still present in the session as disabled, or muted elements. Also delete all plug-ins. As mentioned earlier and if present, leave only the effects on the Aux Tracks enabled to deliver your effects as separate effects tracks.



### 4. One track per element:

Check that each element in the song has its own track. The shaker in the verse does not belong on the same track as the chorus tambourine, nor should clean guitars share a track with distorted guitars.

## 5. Prepare MIDI drums & percussions (if present):

Again, make sure that each element has its own track.

To avoid CPU overload from multiple instances of the same plugin, you can instead route the different elements to an individual aux track containing that plug-in.

With drum plug-ins like Superiordrummer/EZDrummer, Studiodrummer, Addictive Drums, etc. you can even subdivide into the individual microphones.

Instead of a stereo track called "Drums" you have tracks like "Kick\_In", "Kick\_Out", "Snare\_Top", "Snare\_Bottom", "OH Left", "OH Right", and so on.

When using the Ableton Live "Drum Rack", the "Extract Chains" function is the equivalent to this. To separate the drums into individual tracks, right-click on one of the samples in the "Chain" section of the "Drum Rack" and then click on "Extract Chains" to create a separate track for it.

#### 6. Name the tracks:

Name the tracks as briefly, clearly and above all factually as possible. Also use meaningful abbreviations.

"Benjamin\_Strat-ChorusShredding\_Left(Final)" becomes "Git\_L\_Chorus". The track names will be automatically applied to the file names later during export.





## 7. Edit and clean the tracks:

First, make sure your song doesn't start left-aligned right at bar 0. If this is the case, move EVERYTHING 4 bars to the right to create some space before the song starts.

Cut out unwanted gaps where noise or mouse clicks can be heard and add fades to the beginning and end of the regions. Be careful not to cut away any breaths on vocals (it tends to sound unnatural). Use short crossfades for overlapping regions.

#### 8. The export:

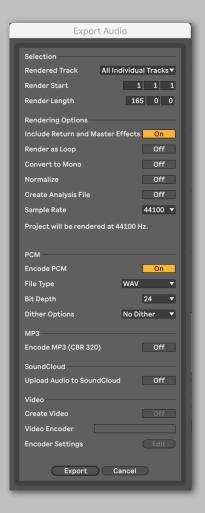
Go to "File - Export Audio..." in the menu bar to open the window for exporting your tracks.

Select the option "All Individual Tracks" next to "Rendered Track" and then define the range to be exported. "Render Start" should be set to 11 11 1 as shown in the picture. "Render Length" should be behind the end of your song. Leave enough space for longer reverb tails or decaying delays to avoid cutting them off in the export files.

If you are working with parallel effects, check the box next to "Include Return and Master Effects" to have them exported as separate audio tracks. Also switch "Encode PCM" to "On". Leave the existing settings for your session next to "Sample Rate" and "Bit Depth" as they are and select "No Dither" for "Dither Options". Leave all other options at "Off" and click on "Export".

Now create a new folder for the export. The folder name should consist of the name of the artist, the song, and the BPM (tempo) value of the song. As file name you can enter an abbreviation of the song

name. Then click Save. Do not divide the folder into further categories after the export process, just leave all audio files in this folder. Also move the demo you created in step 1 into this folder.



#### 9. Export MIDI files (if wanted):

In Ableton Live, all MIDI tracks must be exported individually. To make sure that the MIDI notes start at the right places after importing, your MIDI clips must first be "consolidated" to the complete project length. To do this, select all existing MIDI clips in your project and expand your selection to the left end, i.e. the beginning of your project, and right-click on one of the clips to select the "Consolidate" option. Now there should be one contiguous clip on each MIDI track that extends to the far left side. Now name these clips (again by right-clicking) after their respective tracks, since the resulting file names correspond to the naming of the clips. Now you can export your MIDI tracks one by one by right-clicking on the respective MIDI clip and selecting the option "Export MIDI Clip ...".

Also save the MIDI file in the general folder with the audio tracks.

#### 10. Double check:

Test out if everything worked by importing the export files into a new, empty project and checking if everything is correct.

# **EVERYTHING IN ONE CHECKLIST**

#### DONE!

Now your project is ready for shipping. To summarize, here is a checklist:

- 1. Create a demoversion of your song.
- 2. Save a separate version of your project before you begin preparing it for export.
- 3. Make sure that unwanted and unnecessary tracks, regions, plugins, etc. are removed from the project.
- 4. Check that each element in the song has its own track.
- 5. Create individual tracks for midi elements (if existing).
- 6. Name your tracks in a structured and understandable way.
- 7. Edit and clean up your audio tracks.
- 8. Export all tracks.
- 9. Export MIDI files (if wanted).
- 10. Check your export independently.

#### Did everything work?

Then send the folder via a platform you trust (Wetransfer, Dropbox, Google Drive, ...) and away with it!

I hope I could help you and bring you a big step closer to your next release!

If you have any questions, feel free to send me an email at <a href="mailto:contact@glade-mixing.com">contact@glade-mixing.com</a>

I'm looking forward hearing from you and your project!