



ACCELERATOR FEEDBACK

Week Nine (Final Project)

NAME: Michael Bishop

TRACK: "Should Have Never Walked Out On Me" V2 Mastered

VOLUME BALANCE

What it is: The volume levels of each channel.

Why it matters: Setting a strong foundation for the mix and making sure the most important parts are easily audible.

Feedback

- Drum beat volume sounds good; really punchy and tight. Helps create a solid foundation for the other elements in the mix.
 - Synth parts can be clearly heard in the mix without getting in the way; nice job!
 - Piano part pops in and out of the mix nicely; can be heard without being too loud or too quiet.
 - Bass volume could come up just a bit; you definitely want the bass volume to sit pretty close to what the kick drum is doing. Together, they help form a solid low-end for the entire mix.
 - Vocals can be heard mostly, but there are a few moments where they get a bit lost in the mix underneath some other elements. Automation would likely solve this issue.
 - Acoustic guitar volume sounds good; can be heard in the mix and fits into the mix nicely.
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FREQUENCY BALANCE

What it is: The overall tonality or frequency balance of your mix i.e. how loud/quiet the highs, mids and lows are.

Why it matters: For your mix to translate across different speaker systems it needs to have a good frequency balance that is relevant to the genre and style.

Feedback

- Frequency balance sounds pretty good overall; no major issues
 - Highs might have a bit more energy than the lows/mids; take a look at some of the elements that sit in the higher frequencies and look for ways to slightly tame them.
 - Otherwise, lows, mids, and highs all sound pretty balanced and even. Nice job!
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INSTRUMENT TONES

What it is: How each individual instrument sounds.

Why it matters: If one or two instruments sound lifeless, harsh or muddy, it can make the whole track sound worse.

Feedback

- Kick drum tone sounds great; tight, punchy, and big. Really helps the song drive forward nicely.
 - Synth tone sounds good; love the percussive element. Fits this style of music really well. Clear, balanced, and love the use of panning to create some added contrast for the listener.
 - Bass tone could sound better; I like the mid-range bite that helps the picking sound cut through the mix, but I'd love to hear a bit more low end energy. Make sure it doesn't clash with the kick drum, but adding some more body/warmth would help.
 - Acoustic guitar tones sound good; adds a nice percussive/high-end element to the mix, and fits the style nicely.
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DYNAMICS

What it is: Your use of compression and automation to shape the dynamics of the mix and individual instruments.

Why it matters: The amount of dynamic control you apply needs to be relevant to the genre and in many cases can be used to add energy and punch to the mix.

Feedback

- Use of compression/automation sounds pretty good overall; no major issues
 - Lead vocal could use a bit more compression/automation in some areas; when a lot of elements are happening at once, the vocals get a bit lost, at times.
 - Mix has a lot of great energy and punch overall; works really well with this style.
 - Nothing sounds overcompressed or squashed; nice job!
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PANNING & STEREO IMAGE

What it is: How the tracks are panned and how wide the mix sounds.

Why it matters: Your mix needs to have the right stereo image for the style and make good use of the stereo field.

Feedback

- Use of panning sounds pretty good overall; no major issues
 - Stereo image sounds nice and wide; panning acoustic guitar parts left and right really helps keep the center nice and open, while also providing a nice percussive element that pairs well with the drums/synths.
 - BGVs sound a little too heavy on the right side; I'd consider making those a little more even.
 - Mix is pretty well balanced towards the center.
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SPACE & DEPTH

What it is: How you use spatial effects like reverb and delay to create space and depth in the mix.

Why it matters: Poor use of effects can lead to an “amateur” sound (e.g. too much reverb) or make your mix feel flat and lifeless (e.g. not enough reverb or delay).

Feedback

- Use of effects sounds pretty good overall; no major issues
 - Lead vocals might not need quite so much delay; a slight reduction might help them sound a bit clearer in the mix, and would help separate them more from the BGVs.
 - BGV's sound good; I like the heavier use of effects on those to give the listener some contrast.
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SEPARATION

What it is: How clearly you can hear the individual instruments and separate them out in the mix.

Why it matters: A mix without separation will sound messy and muddy. It will also make it more difficult for your audience to listen to the track.

Feedback

- No separation issues; each element can be clearly heard in the mix without being too similar in sound to another element.
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LEAD VOCAL

What it is: The dynamics, tonality and volume level of the lead vocal.

Why it matters: The lead vocal is the most important element of the mix, so it needs to sound awesome!

Feedback

- Lead vocals have a few pitch issues, particularly on some of the verse parts.
 - Nice work in keeping the lower-midrange frequencies under control; the lower-midrange is typically where you find the most room tone in home studio recordings.
 - I'd like to hear a bit more body/warmth from the lead vocal
 - Effects sound pretty good overall; fits the style of music really well and doesn't sound overused.
 - Background vocals seem louder on the right side than the left.
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