Ableton Artist Export and Upload Instructions

Thanks for booking your project with EngineEars! In order to make this experience go as smoothly as possible, please **follow these instructions carefully** to ensure that the engineer gets all of the files he or she needs to properly mix your record.

Overview

You will be uploading **1 .wav file**, known as the **reference track**, and **1 .zip file** containing all of the project **stems** for the associated track. This document will take you step by step through the process of exporting and organizing your files for upload to the site.

This document is intended for Ableton users. If you use a different DAW (Digital Audio Workstation), download the instructions for that DAW on our website. If we don't have instructions for your preferred DAW and you are having trouble, please let us know at info@engineears.com

Exporting and Uploading the Reference and Stems

1. Make sure that you're in Ableton Arrangement View by going to View > Toggle Arrangement/Session View.


2. Click the gray loop start bar that is located at the top of the Arrangement, just under the bar numbers, pull the left arrow on this bar all the way to the left at the start of the song.
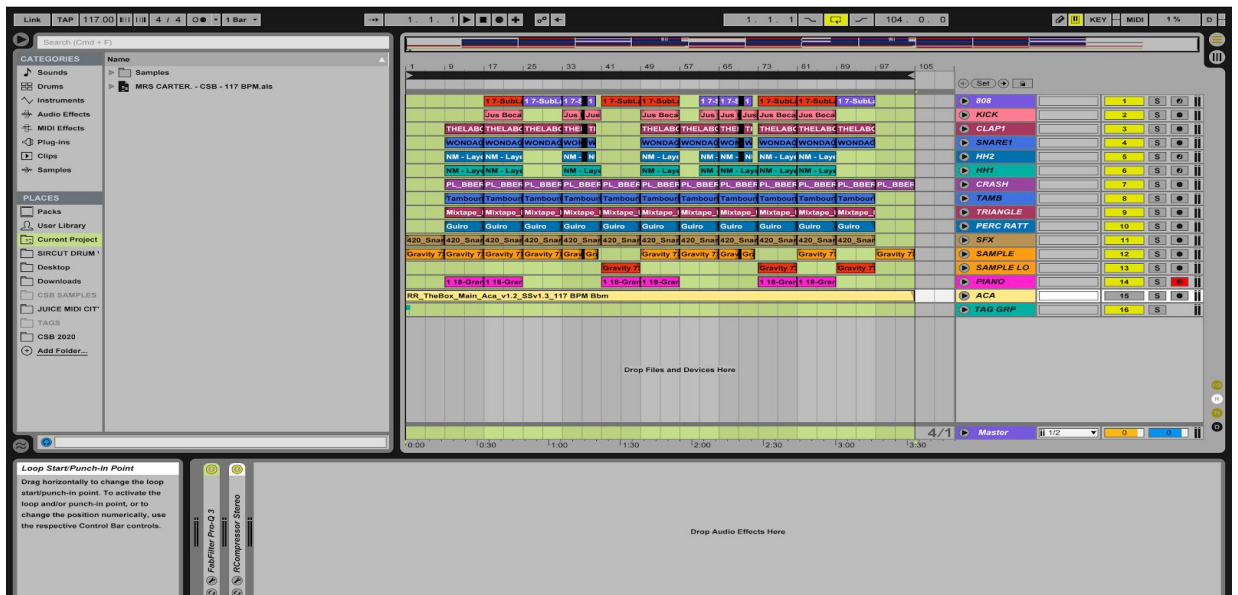
3. Do the same to the right arrow in the bar and pull to the right
   to the end of your song.

4. Make sure nothing that you want in the song is muted in your
   session and nothing should be solo'd.
5. Click the middle of the loop bar, the loop bar will change color
   to dark gray from light gray.
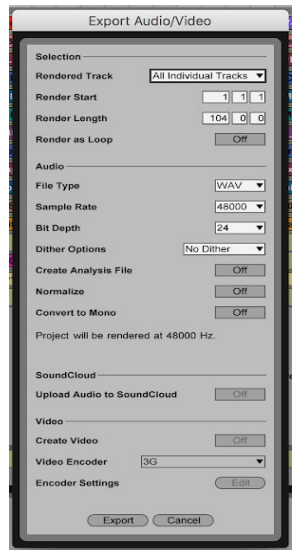6. Go to File > Export Audio/Video...

   a. File Type: WAV
   b. Rendered Track: Master
   c. Bit Depth: 24
   d. Leave the sample rate as selected
   e. Dither: none
   f. Name the file your Artist name, your song name, and
      'Reference' with underscores as separators
   g. Export the file to the 'Bounced Files' folder within your
      session folder
   h. Click 'Export'
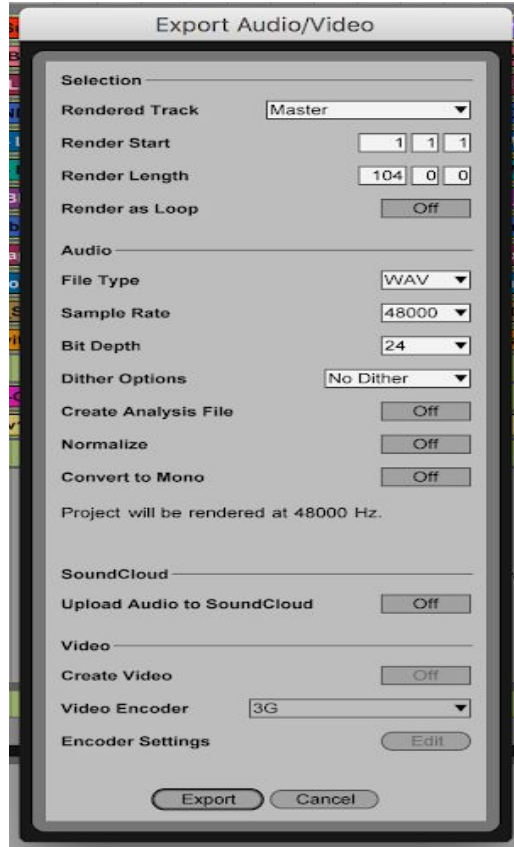
7. For each individual instrumental / beat track:
- a. Solo the track.
- b. Click the Loop Bar.
- c. Go to File > Export Audio/Video.
    - i.   File Type: WAV
    - ii. Render: Master
    - iii. Bit Depth: 24
    - iv. Leave the sample rate as selected
    - v.   Dither: none
    - vi. Name the file your Artist name, your song name, and a description of the track (ie, 'Bass', 'HiHat') with underscores as separators
    - vii. Export to the file to the 'Bounced Files' folder within your session folder
8. Go to File > Export Audio/Video.
- a. File Type: WAV
- b. Format: Interleaved
- c. Bit Depth: 24
- d. Leave the sample rate as selected
- e. Name the file your Artist name, your song name, and 'Instrumental' with underscores as separators

f. Export the file to the 'Bounced Files' folder within your session folder.


9. Un-solo all of the tracks.
10. Mute (M) all of the instrument / beat (non-vocal) tracks by clicking the yellow, numbered boxes to the right of the track. The box will turn gray when muted.


11. Turn off any and all vocal effects so you can export "dry" vocals.
12. **For each individual** vocal track:
    a. Solo the track.

b. Click the Loop bar.
c. Go to File > Export Audio/Video.
    i.   File Type: WAV
   ii.   Rendered: Master
  iii.   Bit Depth: 24
   iv.   Leave the sample rate as selected
    v.   Dither: none
   vi.   Name the file your Artist name, your song name, and a description of the vocal track (ie, 'LeadVerse', 'Adlibs') and "**Dry**" with underscores as separators
 vii.   Export to the file to the 'Bounced Files' folder within your session folder
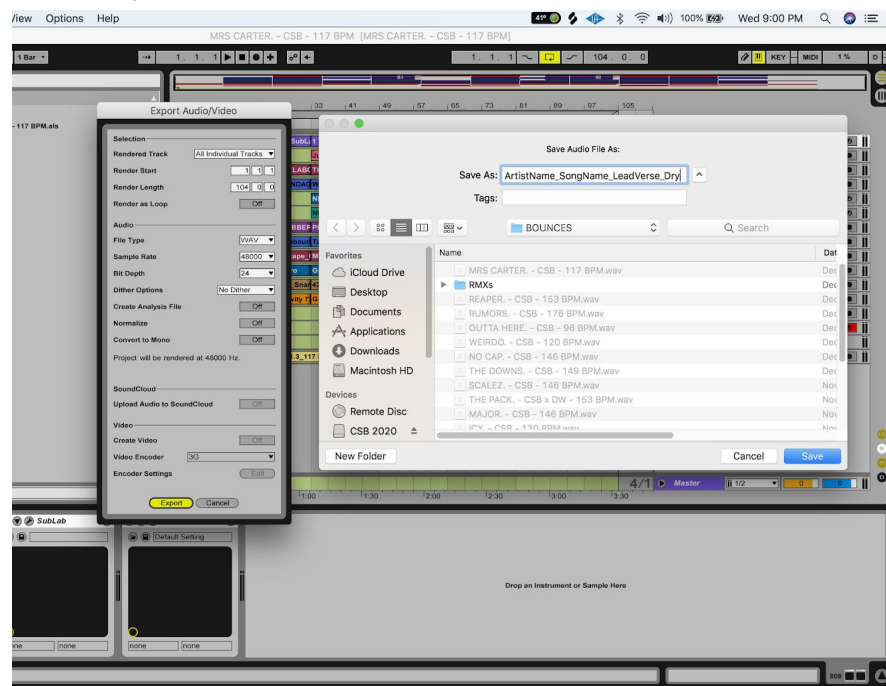
13.   Turn back on any and all vocal effects to export "wet" vocals.
14.   **For each individual** vocal track:
a. Solo the track.
b. Click the Loop Bar.
c. Go to File > Export Audio/Video.
    i.   File Type: WAV
   ii.   Render: Master
  iii.   Bit Depth: 24
   iv.   Leave the sample rate as selected
    v.   Dither: none
   vi.   Name the file your Artist name, your song name, and a description of the vocal track (ie, 'LeadVerse', 'Adlibs') and "**Wet**" with underscores as separators

vii. Export to the file to the 'Bounced Files' folder within your session folder
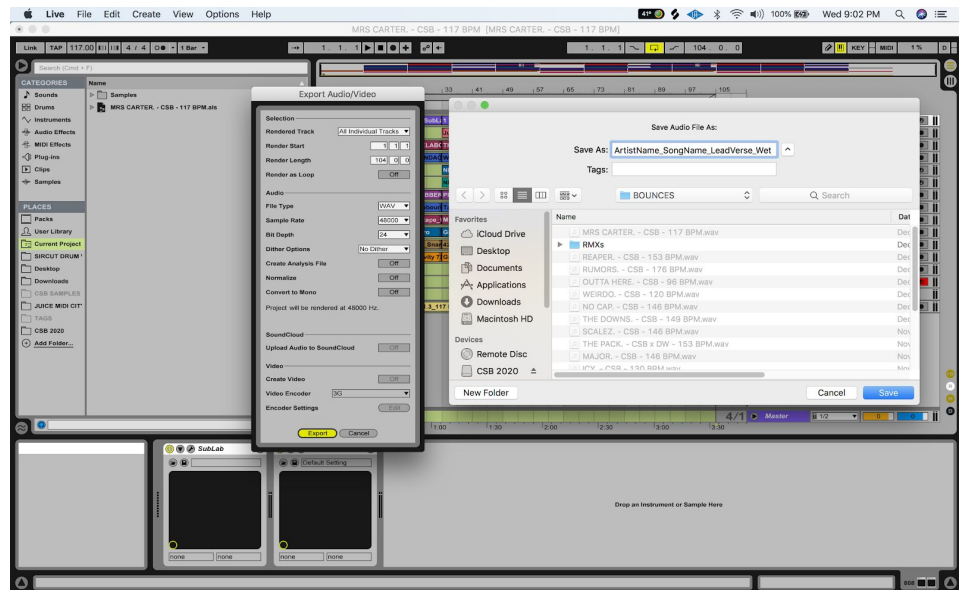

15. Listen back to all of the .wav files in the Bounced Files folder and make sure each contains what you expect.
16. On the EngineEars website at the Artist File Upload page, click to browse and navigate to, and select the Reference .wav file for upload. You will see a progress bar indicating that it is uploading.
17. Add to your bounced files folder a text, pdf or word document which includes metadata about the song. The file should include the song BPM (ex 128), the key (ex C Major) and the time signature (ex 4/4).

18. ZIP your Bounced Files folder.
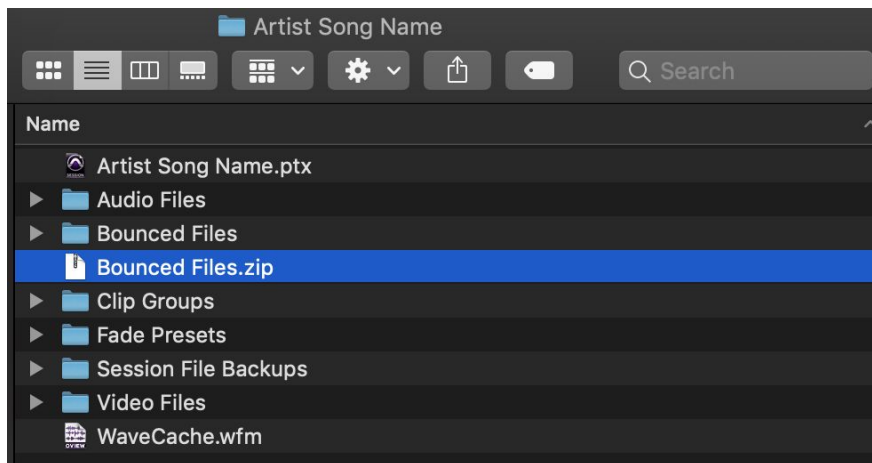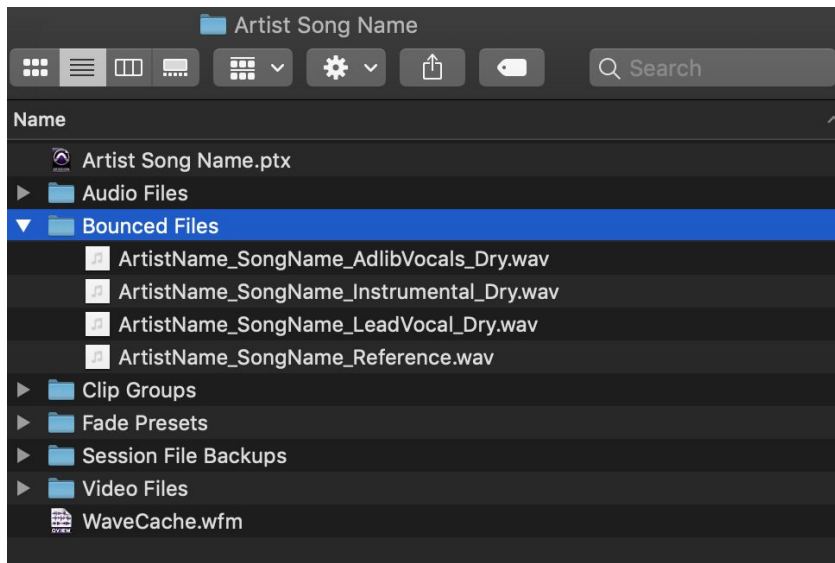
19. Rename the zipped file to artist name, song name and 'Stems'.
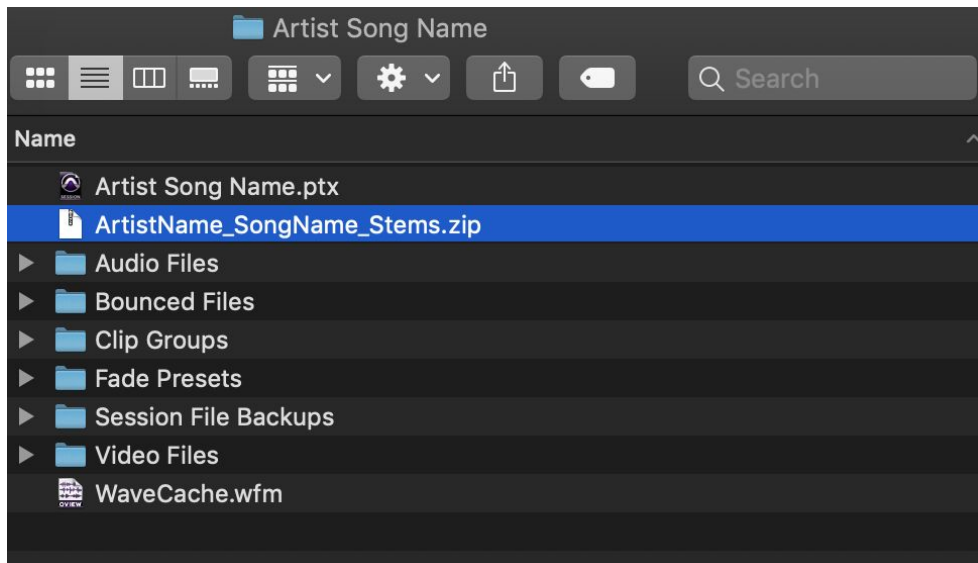
20. On the EngineEars website at the Artist File Upload page, click to browse and navigate to the zipped stems file and select it for upload.
21. Wait for both progress bars to completely fill in, add notes for what you're looking for sonically from the mix, and hit 'Submit Files'. The engineer will review the files you uploaded and let you know if there are any problems with your uploaded files.