

Logic Pro X 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.

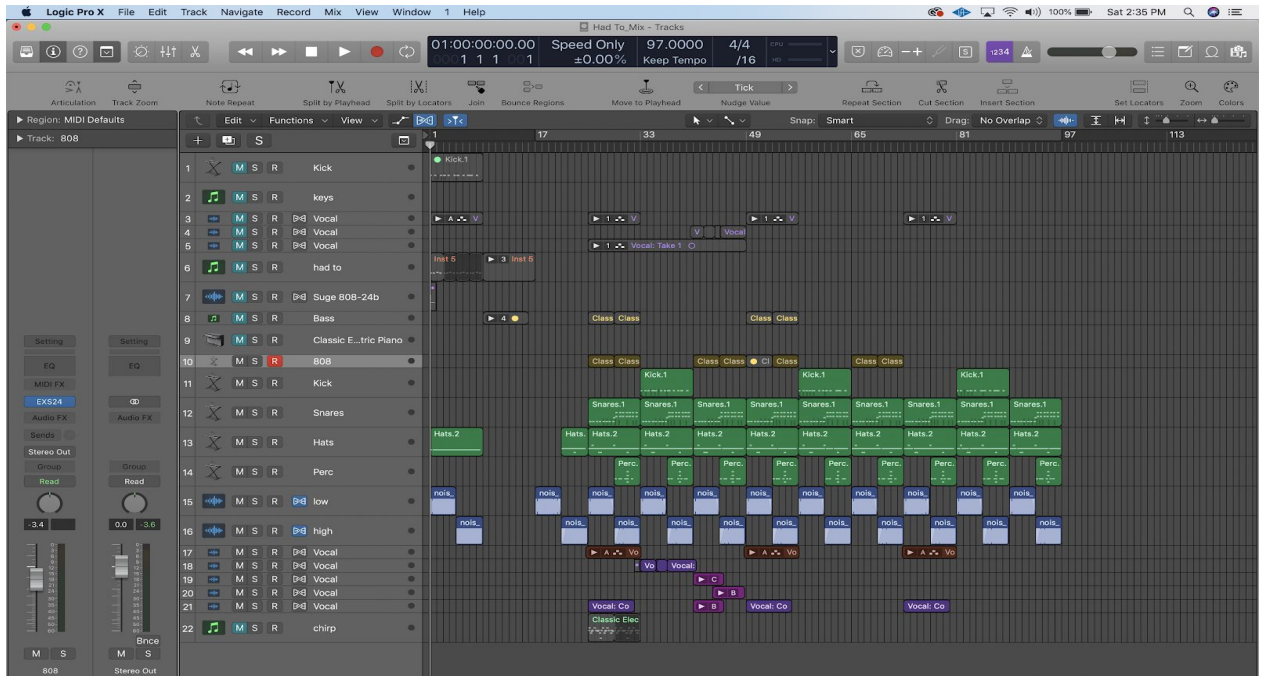
Overview

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.

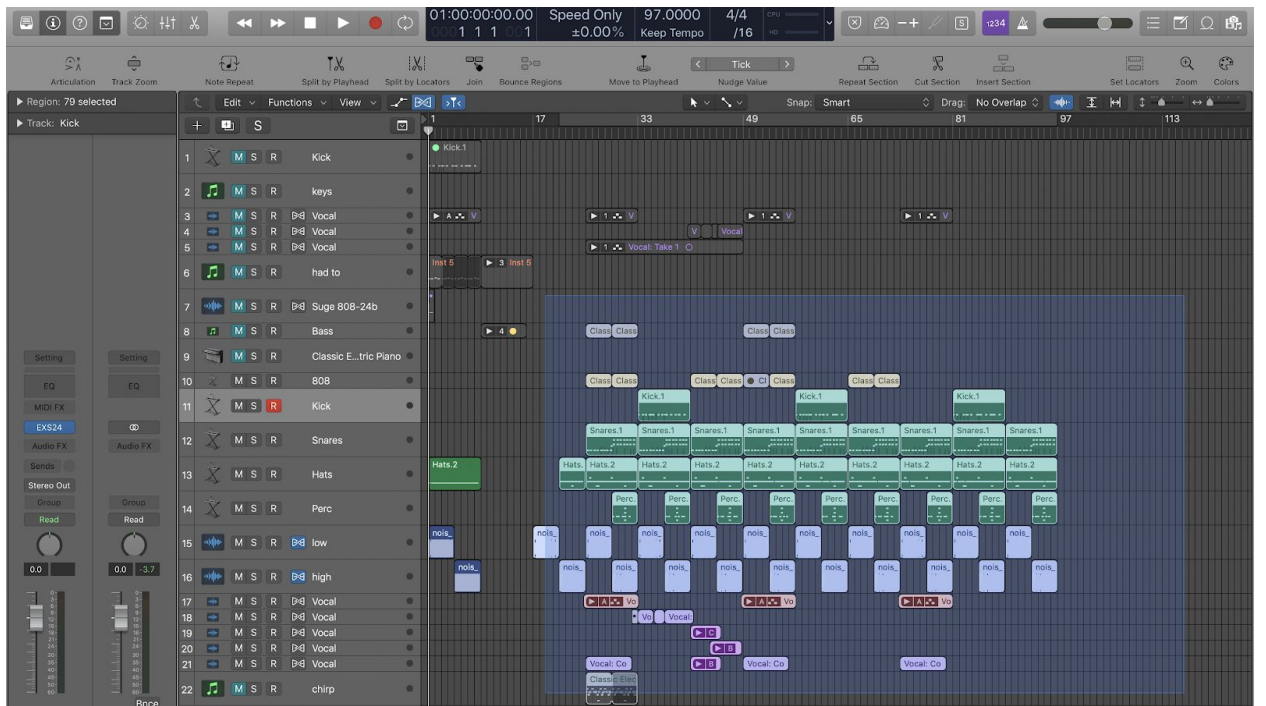
This document is intended for Logic Pro X users. If you use a different DAW (Digital Audio Workstation), download the instructions for that DAW on our website. If we don't have instructions for your preferred DAW and you are having trouble, please let us know at info@engineears.com

Exporting and Uploading the Reference and Stems

1. Make sure that you're in Logic Pro's "Main Window" as seen below.



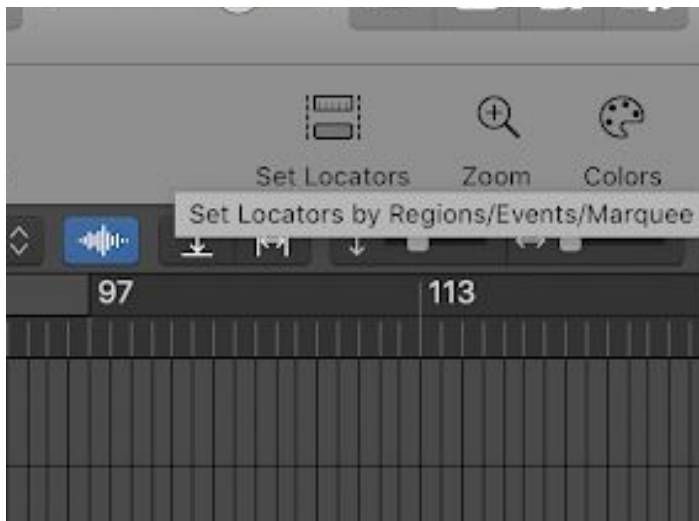
2. Highlight all regions that are part of the reference record by clicking and dragging the mouse across them.



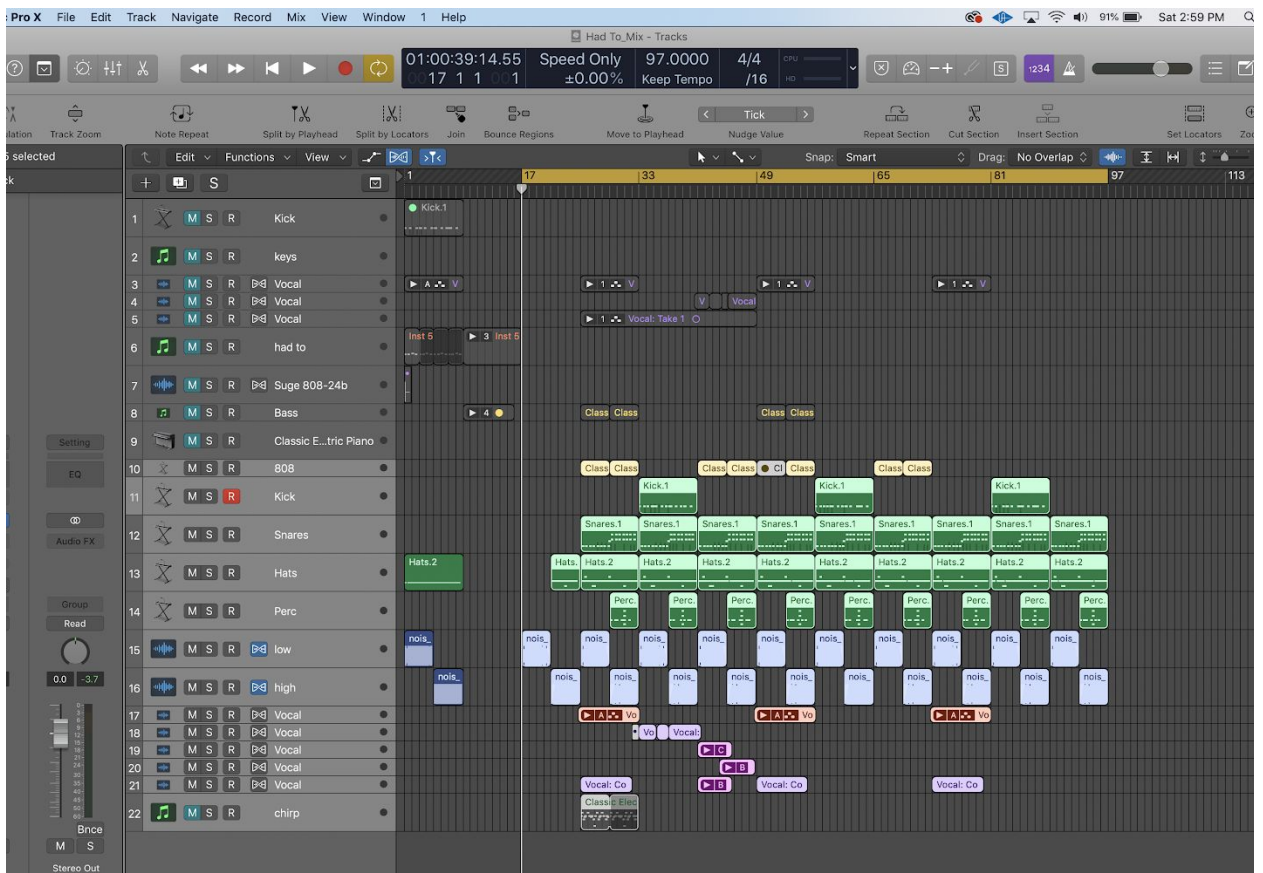
3. Under View options, select View > Show Toolbar. (if not already showing)



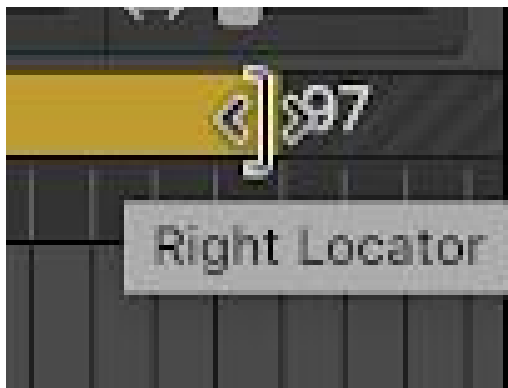
- In your toolbar view, mouse over and click on "Set Locators" to set the locators at the start and finish of your highlighted regions.



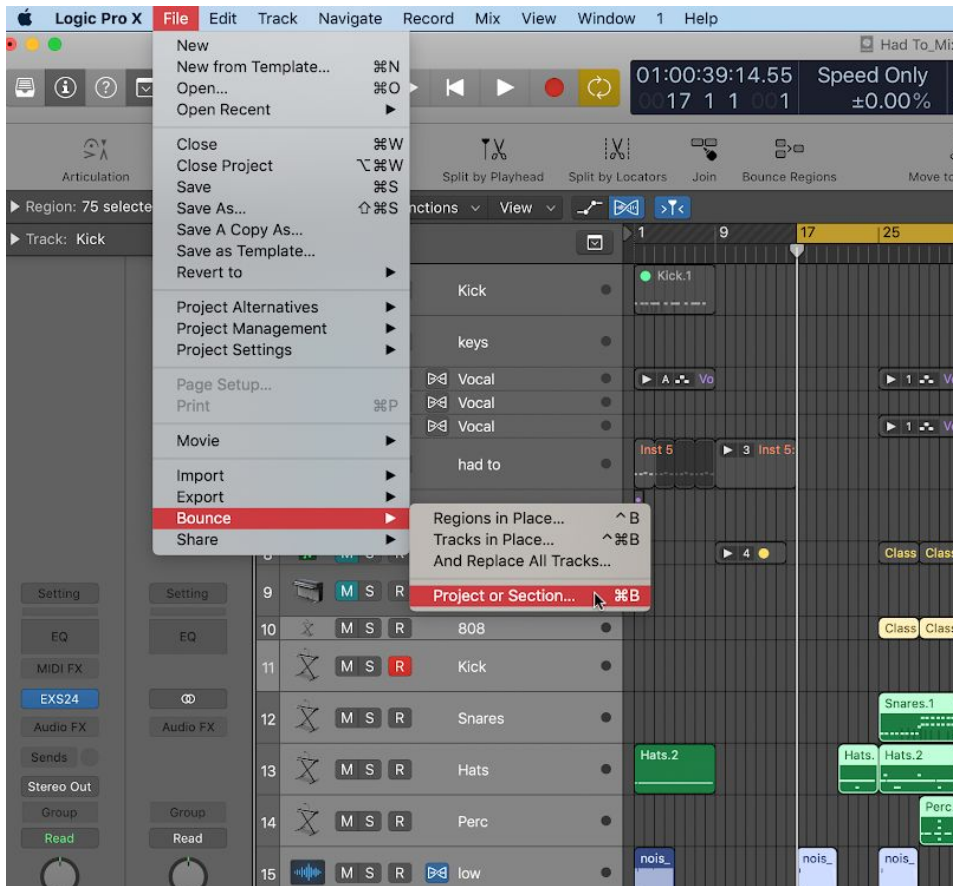
- Your Locators should now be active. Toggle it on and off using the "c" button. (Yellow = On, Gray = Off)



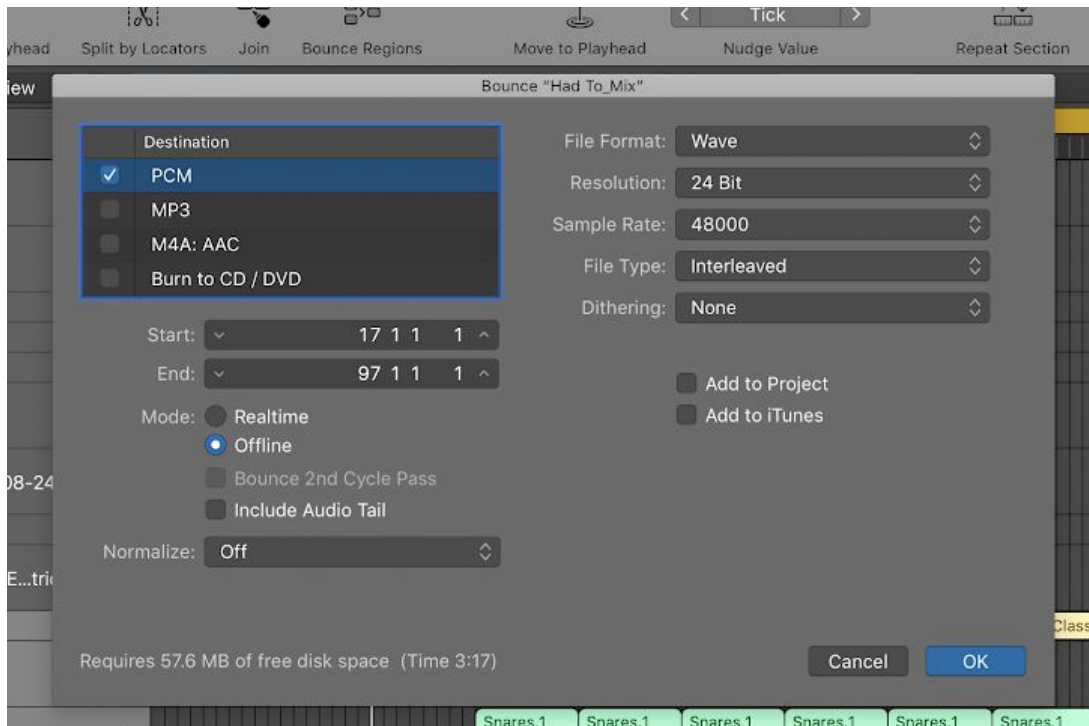
- The locator bar will determine the start and end times of your record. Adjust the locator start and end times as desired by clicking and dragging the edge of the yellow locator bar.



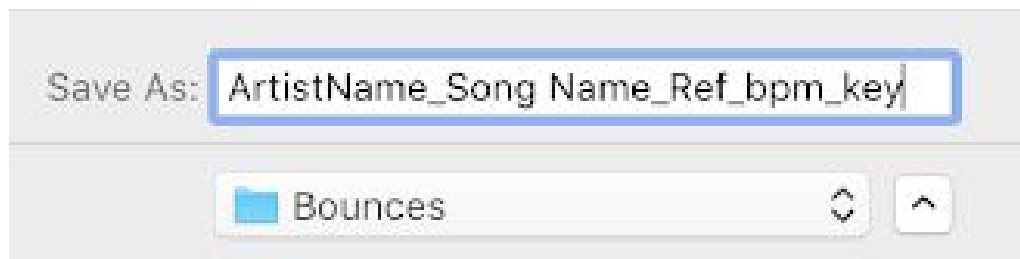
- Make sure any muted or solo'd regions are intended.
- Go to File > Bounce > Project or Section (or ⌘B)...



9. In "Bounce" Window, make sure to select the following options..



- a. Destination: **PCM**
- b. File Format: **Wave**
- c. Resolution: **24 bit**
- d. Sample Rate: **Leave prefilled selection**
- e. Normalize: **Off**
- f. Include Audio Tail: **Do Not Check**
- g. Start and End Time: **Will automatically sync with locator locations set in prior steps**
- h. Press OK



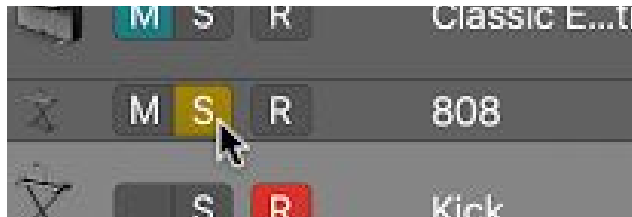
- i. Name the file in the following format, separated by underscores: "ArtistName"_"SongName"_"Ref"_"BPM of song"_"Key of Song"

ie: RoddyRicch_TheBox_Ref_120_cMaj

- j. Export to the file to the 'Bounced Files' folder within your session folder
- k. Click 'Bounce'

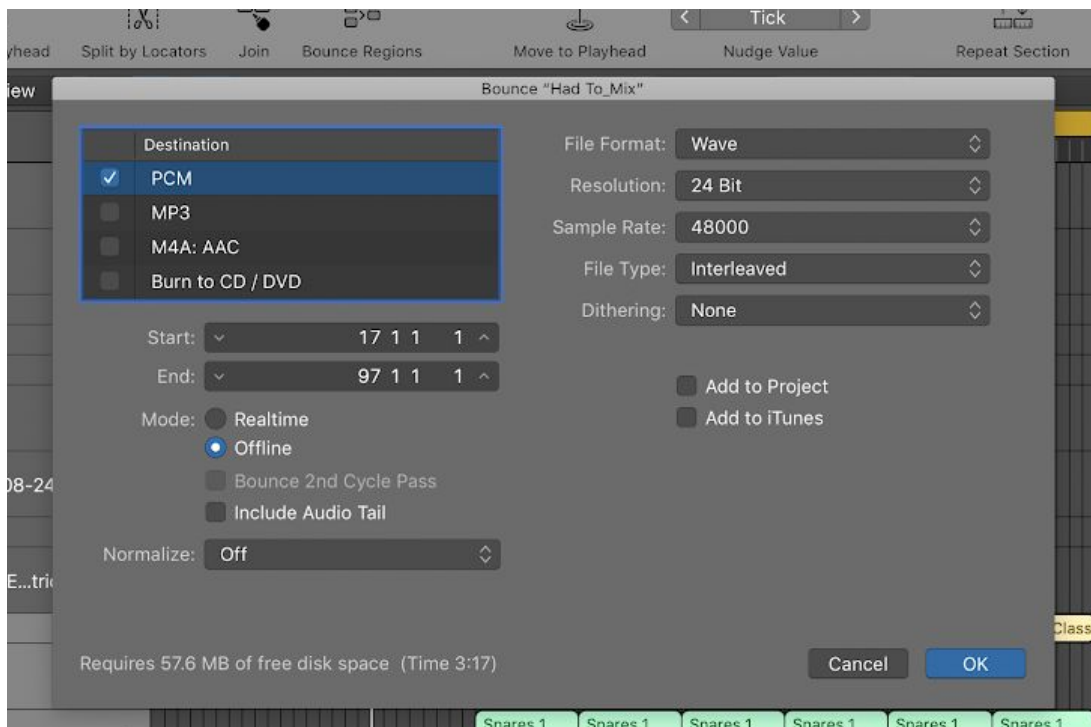
10. Bouncing the Instrumental

- a. Solo ALL instrumental tracks by clicking the "S" on each track in the instrumental. When solo'd correctly, the "S" will turn yellow.



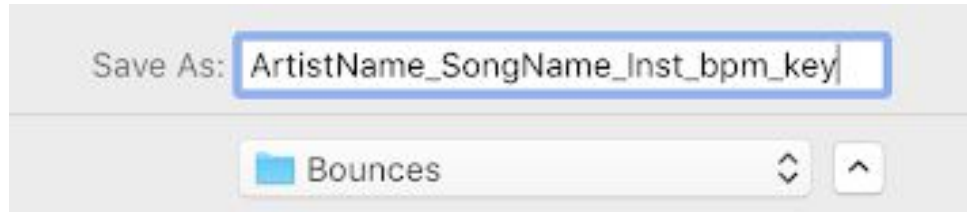
- b. Toggle on the locators you set previously by pressing "C". The locator bar will turn yellow when active
- c. Go to File > Bounce > Project or Section (or ⌘B)...

In "Bounce" Window, make sure to select the following options..



- d. Destination: **PCM**
- e. File Format: **Wave**
- f. Resolution: **24 bit**
- g. Sample Rate: **Leave prefilled selection**
- h. Normalize: **Off**

- i. Include Audio Tail: **Do Not Check**
- j. Start and End Time: **Will automatically sync with locator locations set in prior steps**
- k. Press OK



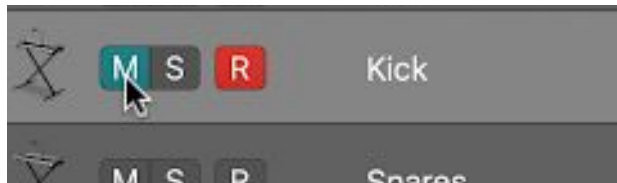
- l. Name the file in the following format, separated by underscores: "ArtistName"_"SongName"_"Inst"_"BPM of song"_"Key of Song"

ie: RoddyRicch_TheBox_Inst_120_cMaj

- 1. Export to the file to the 'Bounced Files' folder within your session folder
- 2. Click 'Bounce'

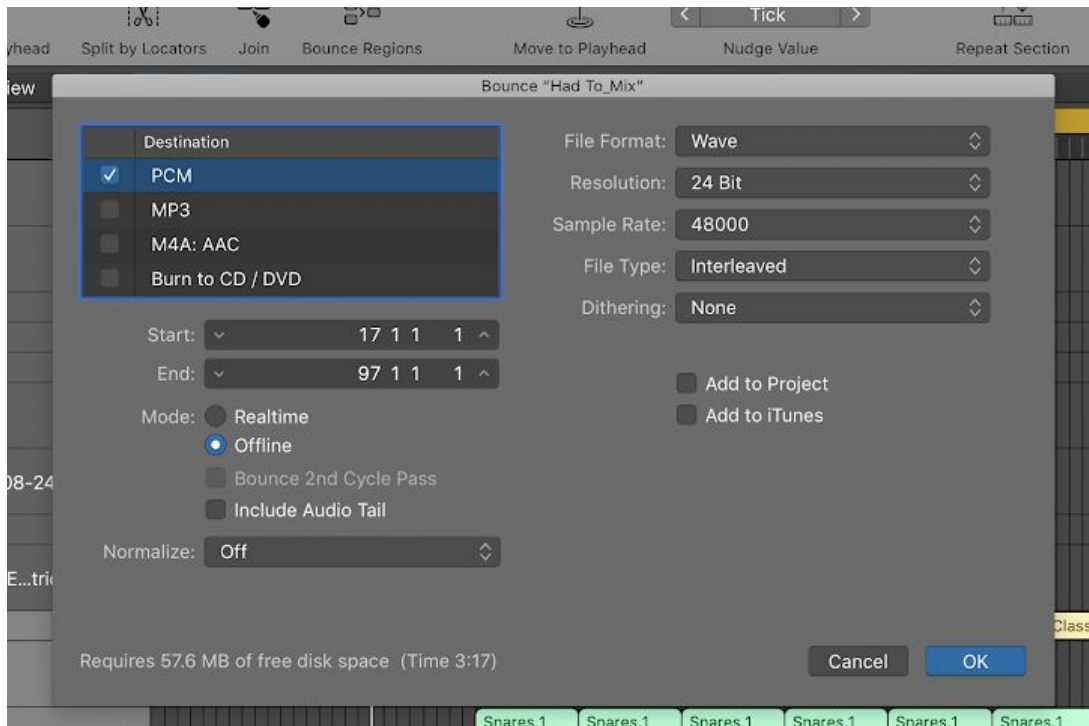
11. Bouncing the Acapella

- a. Mute ALL instrumental tracks by clicking the "M" on each track in the instrumental. When muted correctly, the "M" will turn blue.



- b. Toggle on the locators you set previously by pressing "C". The locator bar will turn yellow when active
- c. Go to File > Bounce > Project or Section (or ⌘B)...

In "Bounce" Window, make sure to select the following options..



- d. Destination: **PCM**
- e. File Format: **Wave**
- f. Resolution: **24 bit**
- g. Sample Rate: **Leave prefilled selection**
- h. Normalize: **Off**
- i. Include Audio Tail: **Do Not Check**
- j. Start and End Time: **Will automatically sync with locator locations set in prior steps**
- k. Press OK



- l. Name the file in the following format, separated by underscores: "ArtistName"_"SongName"_"Aca"_"BPM of song"_"Key of Song"

ie: RoddyRich_TheBox_Aca_120_cMaj

1. Export to the file to the 'Bounced Files' folder within your session folder
2. Click 'Bounce'

12. **Bouncing the Vocal Stems (Wet)**

- a. To Bounce Vocal Stems, repeat step 12, but solo each track at a time when bouncing. Title each stem in the following format, separated by underscores, picking up where the instrumental stems left off when numbering...:
"ArtistName"_"SongName"_"STEM"_"#_"Name of Stem"_Wet (number up for each stem)

ie:

RoddyRicch_TheBox_STEM_08_Lead_Wet
RoddyRicch_TheBox_STEM_09_Verse Bg_Wet
RoddyRicch_TheBox_STEM_10_Hook Lead_Wet
etc..

1. Locate the "STEMS" folder in your 'Bounced Files' folder within your session folder
2. Click 'Bounce'

13. **Bouncing the Vocal Stems (Dry)**

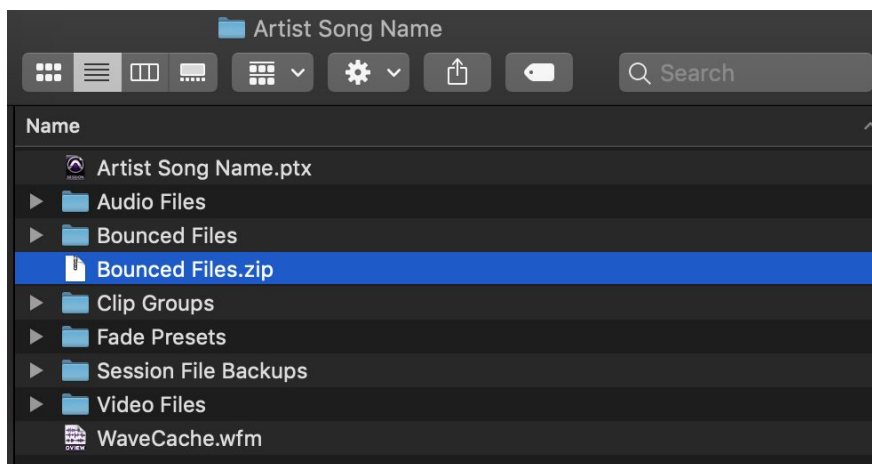
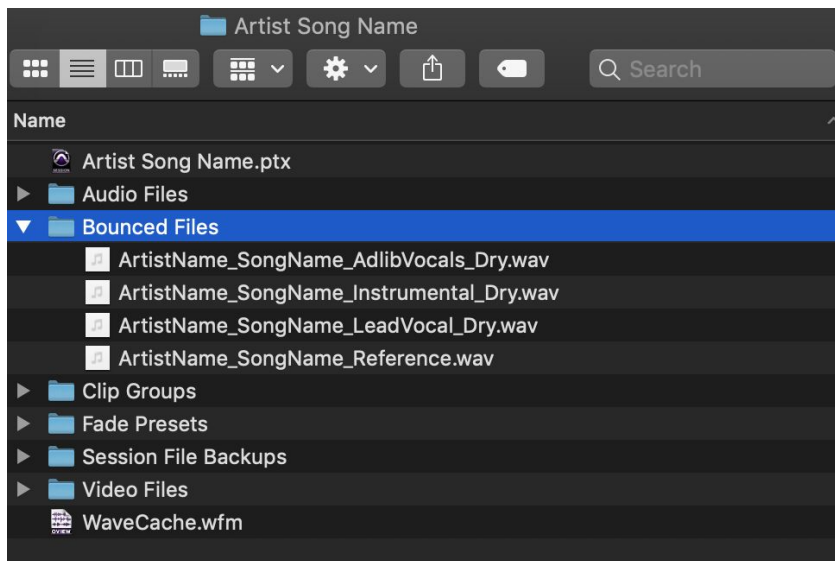
- a. Repeat step 13, however first **MUTE ALL EFFECTS TRACKS AND BYPASS ALL EFFECTS PLUGINS (Effects includes any reverb, delay, distortion etc..)**
- b. Title each stem in the following format, separated by underscores, picking up where the instrumental stems left off when numbering...:
"ArtistName"_"SongName"_"STEM"_"#_"Name of Stem"_Dry (note, wet and dry stems will have the same Stem Number to easily identify alternate stem versions)

ie:

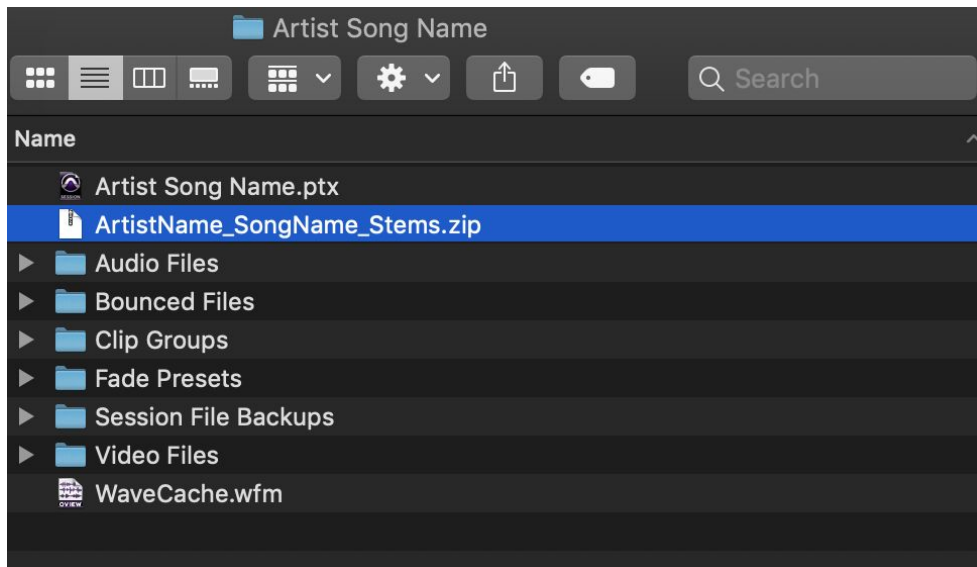
RoddyRicch_TheBox_STEM_08_Lead_Dry
RoddyRicch_TheBox_STEM_09_Verse Bg_Dry
RoddyRicch_TheBox_STEM_10_Hook Lead_Dry
etc..

1. Locate the "STEMS" folder in your 'Bounced Files' folder within your session folder
2. Click 'Bounce'

14. Listen back to all of the .wav files in the Bounced Files folder and make sure each contains what you expect.
15. 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.
16. 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).
17. ZIP your Bounced Files folder.



18. Rename the zipped file to artist name, song name, 'Stems'.



19. 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.
20. 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.