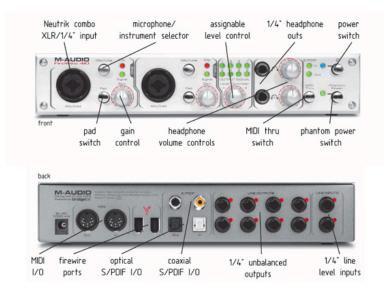
## **Recording Studio Checklist**

General Information	
Song title	Computer program(s) used
Artist(s)	Sound Engineer(s)
Other Personal	
Equipment used (external only)	
Microphone(s)	
Instrument(s)	
Other Equipment	
Recording (external) (if more then one s	setting was used repeat this procedure)
Space(s) used	
Microphone Settings (may vary according	to equipment used)
Gain Level(s) for Pre amp (may vary acco	ording to equipment used)
Channel One	
(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)	(11) (12) (13) (14)
Channel Two	
(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)	(11) (12) (13) (14)
Clipping, noise or other	
Master volume	
Volume One	
(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)	(11) (12) (13) (14)
Volume Two	

## (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)

## Phantom power (yes) or (no)

Here is an example of a pre amp and the controls: For example the gain has 14 red notches, notice there are many controls anything that is not altered is not noted and are standard presets.



The 003 by digidesign is another example and each nob that is pertinent to the mix of the project should be noted whilst controls that are standard presets should not be an issue



Misc.

Mixing (externally) (Describe the rack as mentioned above all pertinent info)

throughly read the manuals before using this equipment

Paste any further recording information here repeating above procedure

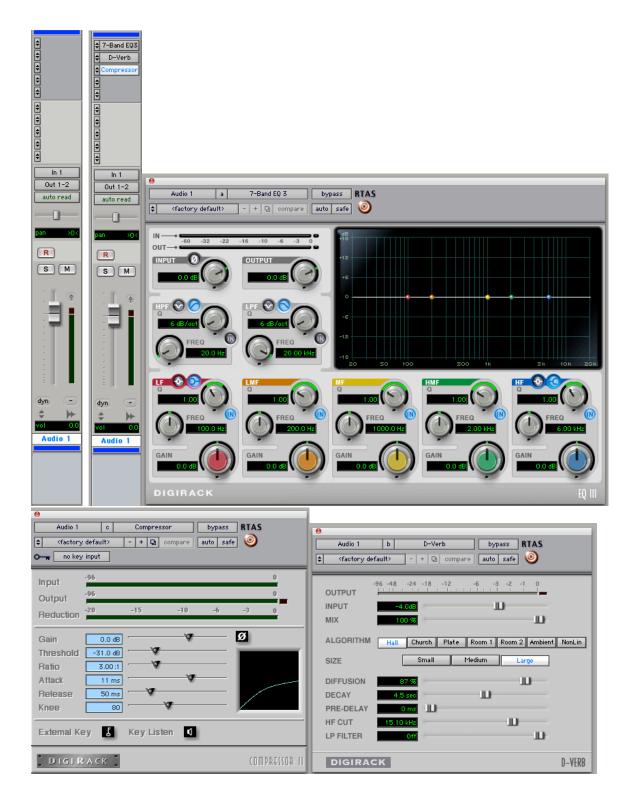
Mix within computer program (internal)

Many programs come with a standard preset others do not. Keep in mind keeping this as simple as possible, for instance if you use a preset vocal patch from a program but alter the compression just write I used this preset and altered compression, be sure to keep it exact.

In other cases where entire plugins were used please note all pertinent information. For instance, I started with a blank vocal insert in Logic or pro-tools in the recording portion I kept track of the external volumes etc.

In this portion the internal volumes should be noted. First and foremost the audio of the vocal track should or could be altered and or unaltered. Altered means internally the track had plugins while recording was taking place, alternately unaltered means the plugins where added to the track after recording.

Below is an example of what protools plugins look like, in the far left is a unaltered audio track to the right of the unaltered audio track is an audio track with Compression, Eq, and reverb which if audio were recorded would be considered an altered audio track. Compression, Eq, and reverb windows are below, this is the standard window. If any controls are altered it should be noted, or taken a snap shot and added to the recording checklist.



Here is an example of what logic plugins look like, in the far left is a unaltered audio track to the right of the unaltered audio track is an audio track with Compression, Eq, and reverb which if audio were recorded would be considered an altered audio track. Compression, Eq, and reverb windows are below this is the standard window or in logic there default setting. If any controls are altered it should be noted, or taken a snap shot and added to the recording checklist. In logic the setting control has set presets which are useful in some applications and just a note that if a preset was not altered just mark preset setting used.

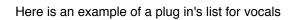




In the circumstance where snap shot is not available just write it in, for PC download gimp, mac users use the grab it tool for screen shots. This is important if you get that hot sound and killer vocals on that number one song and you want to emulate it in later applications.

Vocal(s) \_\_\_\_\_

Instrument(s)\_\_\_\_\_





## Mixing the last component



Mastering all songs similar techniques should be used as mentioned above.