

Task 1: Criteria 4:

The final tasks I had to do now that I had mixed my track down to a 16 bit/44.1Khz/Interleaved track was burn it to a CD and write up a summary of my mix in the style of the original moderator of the competition; Mike Senior, with some of the submitted critiques at the hyperlink below:

<http://www.cambridge-mt.com/YoungGriffoCompetition.htm>

Young Griffo Liam Flower Mix Review:

The songs overall Bass Tone definitely sounds like the Tool track, filling up the mid range rather well, though some of the scraps and plectrum hits are a lot more noticeable now, since everything has been distorted and brought up in the mix. This could be solved with some micro automation to smooth out some of these errors, or maybe just backed off the gain a little bit. The bass also goes a little bit out of time towards the mid-section 1 the song.

The Guitars have a wide stereo image, which works to its advantage, letting the rhythm section take up the middle, however they do get a bit overwhelmed during the first mid section, and sounds a little bit muddy. The modulation on the guitars works well during the choruses, but builds up a bit in the mid sections, especially during mid-section two, where the overlap of guitar effect sounds a bit like an organ.

I quite like the drop out in the first Mid-section, as it comes after a long build up, and gives a moment for the listener to catch their breath before crashing back into the song, subtle but effective.

I like how there is a more obvious chorus on the main guitar, Guitar 1, and a slightly subtle flanger on guitar 2, so when they're together you can hear them work together rather than overpowering each other.

The vocals are always the loudest thing in the mix, and can always be heard, though they slightly go off key a little bit in places, it adds to the grungy-ness of the band and song style, though taking out the breathes also has created some moments where some of the words get cut off in the verses, but in the chorus it works well, with the overall track being fairly dry like the Death Cab For Cutie song. There is also one part in the last chorus where the vocal sounds like it has been warped, which is slightly off putting, which needs reigning in.

The Drums sound is punchy and tight, with the overheads sounding wishy-washy during the choruses, the compression doing all the work adding extra-

|Liam Flower|Listening Skills|

sustain, without any pumping. The kick does however get lost in the more denser parts of the track, as its lacking the attack of the beater head around 2-3Khz, but has plenty of low end, sounding a little bit like a cardboard box.

the snare is pretty dead overall, not much resonance which fits the sound of the QOTSA track well, giving that sort of garage rock kinda feel to it and the whole kit, with the slight distortion on the overheads a nice touch.

Overall the mix is very well balanced, each of the instruments work well together and all of the different parts can be heard when they are all playing in unison and maintains the listeners, but needs some slight improvements to improve the tightness of the mix as a whole.