

NAME:

CUSTOMER OR QUOTE #

PROJECT TITLE:

ARTIST/BAND NAME:

TYPE OF MASTER YOU ARE SENDING IN:

CD Audio Data Disc (CD or DVD) Analog Reel DAT Other

IS YOUR MASTER IN THE PROPER SEQUENCE OR WOULD YOU LIKE US TO SEQUENCE THEM FOR YOU?

Proper sequence Please sequence our master

ARE THE FADES ON ALL SONGS COMPLETE?

Yes No

If you answered "No" please give any instructions as to which songs you'd like us to fade and any preferences on how you'd like us to fade it.

WHAT SONG SPACING WOULD YOU LIKE ON YOUR PROJECT?

Same as master Engineer's discretion Follow my instructions in the time log No space between tracks

Consistent spacing between all tracks seconds

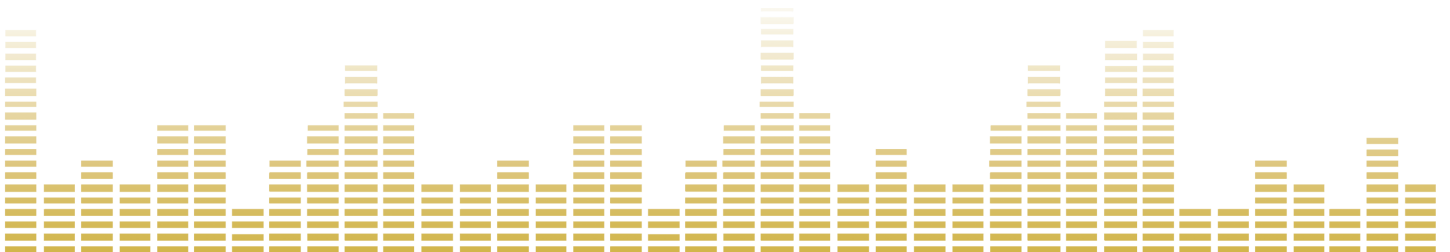
ARE THERE ANY NOISES, POPS, CLICKS, HISS, ETC. THAT YOU WOULD LIKE REMOVED IF POSSIBLE?

Please give specific times where these noises occur. Please also note sounds that you would like to keep on your project.

Example: studio chatter/count offs before or after tracks.

Note – Extensive editing to remove noises or hiss may incur additional charges.

Continued on next page.



HOW IMPORTANT IS THE OVERALL LEVEL OF YOUR CD?

___ I want the level to be competitive with current major label releases

___ Please favor dynamics over level

Notes:

ARE YOU GENERALLY HAPPY WITH THE OVERALL EQ OF YOUR MIXES?

___ Yes ___ No

If "No", please explain what your concerns are:

WHAT'S YOUR MAIN CONCERN (IF ANY) ABOUT YOUR MIXES?

Note – Understand that we are not mixing and do not have control over the individuals tracks of the mix.

However, mastering can sometimes alter mixes to emphasize one thing over another depending on the mix sent.

ARE THERE ANY RECORDINGS THAT YOU ARE LOOKING TO COMPETE WITH OR WOULD LIKE YOUR PROJECT TO RIVAL?

ANY ADDITIONAL COMMENTS ABOUT YOUR PROJECT THAT YOU'D LIKE THE SOUNDLAB ENGINEERS TO KNOW:

Things to avoid whenever possible:# Avoid normalization, sample rate and codec conversions such as mp3, WMA, etc.

These processes can do some considerable damage to the quality of your recording

Continued on next page.

