

# CRAS BANGERS



**THE ULTIMATE MIXING BLUEPRINT**

**Create dope mixes...**

Get to the end result, quick and easy.

No trippin'.

[www.crasbangers.com](http://www.crasbangers.com)

**“I hear and I forget. I see and I remember.  
I do and I understand”**

CONFUCIUS

This Blueprint is designed to get you to the end result, quick and easy. Period.

I’m not saying this is the only way to mix, no, i’m not saying that.

What I AM saying is that if you are lost and you follow this blueprint, you will get to the end result of a pro mix faster, and you can use this Blueprint each time until you start to understand everything and add your own flavor on top of the blueprint i’m showing you, to level up your sound EVEN MORE!

*Stay lit,*  
**CRAS**



## ***TRAIN YOUR EAR***

GETTIN DOPE AT MIXING IS ALL ABOUT REPITITION

I know it can be intimidating but you have to suck at first in order to get good.

The reason we mix our DRUMZ first, is because it's literally the most important aspect of the beat. It's ALL About your drums. If you make sure your drums are rockin' ABOVE all else.... you can always switch up your melody and keep your drums the same - \*Insider Secret\* - Do your homework and listen to the neptunes and other TOP producers, they all keep the same drum track and simply change the melody. This tip alone is worth \$2500.

### ***5 STEPS TO AN INDUSTRY MIX***

- 1 Make the beat**
- 2 Level your sounds ( according to this mixing cheat sheet I'm giving you! )**
- 3 Clean up your sounds to add shine!**
- 4 Test and Finalize in In Mono to Level and Know How It Will Sound in All Speakers, Devices across the board**
- 5 Spice it up!!!**

This is for producers who want to achieve an industry mix, in record time.

Simply follow the Chart and place each instrument at the given decibel level after you are completed with your beat.

**STEP 1**

Turn off the MASTER LIMITER in Your Master Track.

**STEP 2**

Add a Frequency plugin to the “selected” track if it’s there.

**STEP 3**

Give your Kicks more Punch by using the Volume Knob in the Misc Tab of your individual sound sample



## **MIX IN GROUPS**

Snare and drums - the foundation of the beat should be

- A / B your tracks while you’re making your beat against songs in the top 40
- Compare it to the BEST in music, that’s CURRENT
- Best Learning Experience
  
- Melody Fattner Hack - Clone your instrument, choose a different texture, turn it down and place it low in the mix so it’s not prominent, however it FATTENS the overall sound without increasing the overall volume
  
- With Mixing, and music in general, you always want to remember a key Term. “Ying and Yang” if you start out in your beat and you have an ambient groove - think “Ying and Yang” - you’ll want to have your next sounds be more of plucky or staccato or more sharp and short, so there is contrast
  
- Dope music has contrasts within it and throughout
  
- **Background Sounds** - more constant
- **Percussive Sounds** - more dynamic and plucky - less constant
- **Lead** - dynamic, clever, unpredictable

**SOUND AND INSTRUMENTS MIXING CHART**

<b>KICK</b>	<b>-6dB</b>
<b>808</b>	<b>-10dB</b>
<b>HATS</b>	<b>-20dB</b>
<b>CLAP</b>	<b>-11dB</b>
<b>SNARE</b>	<b>-17dB</b>
<b>TRIANGLE</b>	<b>-24dB</b>
<b>OPEN HAT</b>	<b>-22dB</b>
<b>MELODY INSTRUMENTS</b>	<b>-20dB</b>

After you are done, go and add Very slight compression with a + Use Mastering 2.4 DB

Use the gain to raise the volume until it punches well, make sure it does not go into the red or clip, ever.

## **THE "UNDERWATER" EFFECT**

- Use A Cutoff Filter
- Add Automation in order to spice up your track and give it life

### **TIP # 1**

Make Sure the Kicks and 808's are the primary driver of the beat.

Cut the Kicks - (Cut Itself) - this will give your KICK clarity and added Punch

Place your "Limiter" Effects on Last so the ORDER of the Effects adds the limiter last.

If you place it first, and then add another effect like a reverb, or a chorus, then it will act on the limited sound, instead of the full dynamic sound

## **THE ORDER OF YOUR EFFECTS MATTERS**

Sidechain the Kick to the 808

- SELECT the kick track and the "right click on the 808 track as pictured"
- right click on the 808



- Come back to the LIMITER and then turn it to "COMPRESSION"



- Right Click - Insert 1



- On your Limiter - the RELEASE controls the "tightness", so if you have your release turned all the way up, then it's going to take a long time for it to recover and it'll drown out the other 808 sound
- When you PAN - you provide the sound with more "clarity" so you don't always have to BOOST the volume to have the sound stand out, if you're panning is on point.