<u>Bouncing Your Files In Digital Performer For Matchless Mix</u>

1. Open the project file for the song you are sending to mix.

2. Make sure you're viewing the tracks window. This is the default window in Digital Performer.

3. Now render any tracks with effects that you want to apply for mix (steps 4 through 7).

4. Select the entire region that you want to bounce with your cursor. Be sure to start highlighting from measure 1. This ensures a contiguous audio file is rendered. Then go to *audio - bounce to disk.* The file format should be set to *sound designer two interleaved.*

5. Under import make sure you have selected *add to sequence.*

6. Under *channels* select *same as source.*

7. Verify that the track you are exporting is being saved to the audio file folder within your project file folder.

8. Bouncing MIDI virtual instruments is achieved similarly. To bounce a MIDI file that is assigned to a Virtual instrument, highlight the region of MIDI you want to bounce. Be sure to start highlighting from measure 1. This ensures a contiguous audio file is rendered. Make sure the virtual instrument track is also selected.

9. Go to *audio - freeze selected tracks.*
The MIDI information that has been bounced to audio will show up in a new track with the same name as your virtual instrument, but with the word *freeze* after it.

10. Now we'll bounce all files from the beginning of the project.

***Before bouncing, confirm all cross-fades are free of clicks and pops.

11. Select all the files in your project. Make sure the transport counter is set to zero. In Digital Performer the default key command for this is the number 1 on the numeric keypad. De-select any tracks you don't need by holding down command and control, then clicking on them.

12. Go to *audio - merge soundbites.* Press shift-B to go to the soundbites window. Then select *view by time created.* Scroll to the bottom and select all recently merged tracks. Then click the delta symbol in the upper right hand corner of your soundbites window and go to *export selected soundbites.*

13. Within your project file folder, create a new folder. Title that folder with the name of the song and its beats per minute value.

14. Under file format, select *Broadcast Wave interleaved.*   Click *choose.*

15. Now quit Digital Performer. When prompted, choose *don't save changes.* This allows the tracks you removed during mix preparation to be kept for later work.

16. If prompted with the message: "Do you want to delete?" Choose "don't delete." This will ensure that the new files you created during the bounce will remain in the project's audio folder.

*Now that you've completed this process we suggest creating a new project file, importing the files from the folder you just made and verifying that the tracks are properly synced and all content you want mixed is accounted for.

17. Now make a zip archive of the folder you made in step 13. To do this: right-click on the folder and then choose compress.   This is the file you'll upload to matchless mix.