



# FLUSSI MEDIA ARTS FESTIVAL

Artefacts mastering studio // Dadub - Berlin workshop

Advances techniques of electronic music production and post-production

## LOCATION AND DATE

Teatro Comunale Carlo Gesualdo

Piazza Castello Avellino / Italy

August 28,29,30,31 2013

## DURATION

The workshop will last 16 hours.

## LECTURER

Dadub

## GOALS

The workshop will be focused on the theoretical and practical understanding of the techniques used during both the manufacturing process and during the post-production and mastering: through the direct experience of teachers, numerous practical examples will be examined by isolating the distinctive features which distinguish the approach identifier Artefacts Mastering Studio // Dadub.

The key concepts which will be based on the lessons will: encoding MID-SIDE, distortions and parallel processing of the audio signal.

These notions introduce a more specific analysis of the techniques of equalization, compression and spatial sound, during the production phase (with specific focus on strategies of effects and sound design) and audio post-production (with specific focus on mastering).

## WEDNESDAY 28 SCHEDULE

h. 11.00 – 13.00

Introductory concepts

- Introduction (Synopsis of the trail)
- Coding MID-SIDE (stereo processing)
- Distortions

h.15.00 – 17.00

Introductory concepts

- Parallel processing of the audio signal
- Practical Examples

## THURSDAY 29 SCHEDULE

h. 11.00 – 13.00

Production techniques

- Management of dynamics (narrative and tension)
- Management of timbre (color and character)
- Management of spatiality (stereo imaging and depth)
- Practical Examples

h.15.00 – 17.00

Creative Processing // Effects

- Reverb and enhancing of stereo image: depth and environments management.
- Filters and delay: management of movement in space and time.
- Feedback chains between send channels: complex intermodulation between channels of effects.

## FRIDAY 30 SCHEDULE

h. 11.00 – 13.00

The elements of the mix

- Treatment of the rhythmic: beats & bass.
- Treatment of synth parts.
- Treatment of vocals parts, samples and effects.

Mix balance, function and aesthetics

- Narrative elements and secondary elements: dynamic relationships and frequency space.
- Positioning and movement of elements on the spatial plane.
- Automation of all effect parameters for the management of the song narrative
- Several types of processing: in track, on groups, parallel.

Compression, EQ and saturation on channels:

- Sculpting Dynamic Range: topology, operation and selection of compressors
  - Compressors parameters: threshold, ratio, knee, makeup, gain, various
  - Opto, VCA, FET, tube stages, transformers: differences and uses.
  - Management of transient and depth: downward and upward compression, transient enhancer, sidechain.
- Sculpting the frequency space: topology, operation and selection of equalizers
  - Graphic and parametric EQ: frequency, gain, slope.
  - Linear phase, minimum phase, digital, analogue models.
  - Corrective EQ and creative EQ.

h. 15.00 – 17.00

Compression chains and parallel processing

- Delay compensation and phase coherence: how to avoid phasing and phase cancellation
- MS Stereo Vs. Parallel processing: stereo image processing / management of transient and depth.

#### Master bus processing

- Compression: differences between compression for tracking and compression for the bus master.
- Equalization: spectral balance of the mix.
- Limiting: headroom management, adjusting the parameters of the limiter.

#### Export mixdown

- Export groups for external mixdown: stem export.
- Export the final stereo mixdown: loudness, audio format, sample rate, bit depth.

### **SATURDAY 31 SCHEDULE**

h. 10.00 – 13.00

#### What is the purpose of mastering

- Physical media reference: vinyl, cd, mp3.
- Standard for musical genres, frequency balance, loudness.
- Loudness War: Background, function, aesthetics, legislative prospects.

#### Introduction to the acoustic treatment of the listening

- Positioning the speakers, pyramidal panels, basstrap.

#### Speaker for mastering

- Construction features, frequency response, dynamic range.

#### Hardware for mastering

- Converters, Controllers and outboard gear (compressors, equalizers, saturators)

#### Mastering "In-the-box"

- Plugin for digital mastering.

#### Digital-analog hybrid mastering

- Integration of DAW and digital plug-in on analog outboard hardware.

h. 15.00 – 17.00

#### Mastering for digital media and for iTunes

- Mastering for CD: sample rate, bit depth, frequency response.
- Mastering for MP3: bit rate, dynamic range and frequency response.
- Mastering for iTunes: AURoundTripAAC, Master for iTunes Droplet, AFCLIP

#### Mastering for vinyl

- Lacquer cutting: parts and nods to the operation.
- Measures mastering on vinyl: Phase control, control of sibilants, dynamic range, frequency response of vinyl.

#### Main elements of the mastering chain

- Analysis: frequency, dynamics, phase.
- Corrective equalization.
- Compression corrective action.
- Treatment of the stereo image.
- Parallel processing in mastering: stereo and MS.
- Saturation and harmonic processing.
- Spectral balance.
- Management of the dynamic range and headroom.
- Limiting.
- Export.

### **REQUIRED MATERIAL FOR WORKSHOP PARTICIPATION**

A laptop computer.

### **BIOGRAPHY**

Dadub is a meeting of two minds, Daniele Antezza and Giovanni Conti. The result is one of the best live acts in the scene and the innovative Artefacts Mastering studio.

The collaboration started not in their native Italy, but in Berlin, where Dadub became a two-man project.

Twinned by a fascination of process, and a love of Lee Scratch Perry's mix board experiments taking the dub and push it into the deepest corners of techno and out to the ambient fringes.

Frustrated by the sounds of electronic music which always look the same they set about pouring their technical knowledge together in search of innovation. It's exactly this type of discipline, their use of open strategies that makes Dadub so dynamic live.

Live they layer dubbing and synthesis taking Dadub material and deconstruct or reconstruct it spontaneously.

Their sets are seriously deep and have been showcased internationally at Barcelona's Sonar festival, Germany's Melt! festival and in clubs from Berlin to Moscow and New York.

There's something alchemical about Dadub whether live, on record or when commanding the studio.

And when considering their mixes for CLR or Electric Deluxe, it's clear that when given space and length they're ambitious.

**COST AND REGISTRATION**

**The cost is 50 euros.**

Registrations deadline: August 25, 2013.

For registration and information please [luca@flussi.eu](mailto:luca@flussi.eu)

For participants off-site are provided facilities at discounted prices.