



# TRIOLOGY MUSIC

## STUDIO

Trilogy Music opened its in-house studio to the public in 2004. The studio was originally used for Trilogy Music ensembles only. Since then, the studio has been used successfully for a number of live band recordings, schools, churches, as well as the corporate side involving audio post-production for video and voice-overs. We consider the studio a high-quality demo studio, which is home-based with the office of Trilogy Music.

At highly competitive rates for recording, mixing & mastering, you will find you walk away with a quality product at a better price than any other studio in Cape Town.

This 48-channel digital studio currently features:

- Behringer SL2442FX-PRO 24-channel Mixing Console
- Audiotrak Maya44 MKII Audio Interface for professional 24bit/96kHz audio transfer
- KRK VXT8 Monitor Speaker System
- Cubase 48-Channel Audio Interface running on an Intel Core2 Duo Windows XP System with 2Gb RAM
- Shure, Behringer, Carol & Samson microphones (instrument & vocal; dynamic & condenser)
- Fostex professional headphones with a 4-channel headphone amplifier
- Wavelab mastering software

A project, whether a set of songs such as a CD album or a single song, should be completed in stages. The typical recording of a demo CD or CD would consist of the following steps in this order (times in brackets are a guideline to work out your total cost):

1. A brief meeting at your convenience will allow us to get a clear idea as to the desires you have for the project that we are to assist you with. We believe this document will give you a good basis to work on, but would like to ensure that we are in agreement with the outcome of the project from day one. This also is important in terms of the budget you have set, your budget limit and your time limit. We also want to clarify whether you want your engineer to act as a producer as well or if you would like to hold that position. (no fee)
2. Setup of the studio to accommodate the client (1 hour, once off)
3. Followed in the same session by recording of vocal & guitar/piano scratch tracks (up to 1 hour per song). Multiple scratch tracks can be recorded in one session. Once all scratch tracks are completed, move on.
4. The instruments will be recorded for the whole project one at a time and starting in this order: drum kit, bass, rhythm guitar, lead guitar, strings, brass, woodwind, percussion, lead vocals, backing vocals. (You can allow about an hour setup for each instrument session followed by an hour per song. Once again, if the musician knows their part well and can follow guidelines below, they may setup, record two or three good takes and be out within 30 minutes.)
5. While rough mixing will take place throughout the recording process, a final focused mix will need to be done. A mix of a simple song (e.g. vocals & piano) will take around 1 hour. An average demo song of vocals, backing vocals, lead guitar, rhythm guitar, bass & drums would take around 2-hours to mix. A mix of a full complex song can take up to 8 or more hours. (1 – 2 hours on average)
6. The mastering process is the final process to take place and can be done during the mix of the song if just a single song or two, otherwise will be done separately. (This process is done roughly at this studio & generally takes about an hour to setup and about 30 minutes per song.)
7. Please note that each hour in the studio is charged for: whether setting up musicians, instruments or microphones, having lunch mid-session, recording musicians, burning CDs, mixing or mastering (even if just the engineer is present).

## Glossary & general information:

**Engineer:** The individual responsible for recording the session. He will setup the studio with you and take you through the session. He will also be responsible for the mixing and mastering.

**Producer:** the person in this role will be the one or ones taking the decisions as to form of the song, quality of recording take, instrumental or vocal expression, reverb or effects on the instrument or vocals, general sound of the project, mixing decisions. As you can see this overlaps quite a lot with the engineer's role and also with that of the musicians/artist. As it is very personal, you must be happy to either hand all production decisions over to your engineer (in which case more time in discussion may need to be booked in studio), or else hold the role of producer yourself with the engineer sticking to the technical side of the production.

**Scratch Track:** A rough recording or a guide to which you will record the final takes of your song. Often, a very rough demo recording will only comprise of a scratch track.

**Session:** The time the client is in the studio. This generally runs in a 1, 2, 4 or 8 hour block. 1 or 2 hour sessions run straight through. 4-hour sessions will have a tea-break mid-session & an 8-hour session will have up to 2 tea breaks and one lunch break. Only tea, coffee, water & biscuits are provided by the studio. Lunch in the form of takeaways can be billed to the account. There is also a Spar & a number of takeaway restaurants within walking distance of the studio.

**Practice CDs:** CDs can be burnt after a session for your reference or to practice to. It can easily take 15-minutes to prepare a track to be burnt & a few minutes to burn. CDs used will be billed to your account at a nominal fee.

**Times of recording:** The Studio endeavours to be as flexible as possible to meet your schedule. However, in summer, due to our performance schedule, it is almost impossible to record on weekends. Weekdays are available from 8am to 8pm and in winter the studio is available most weekends along similar times. We always will recommend to setup a few sessions in advance to ensure your desired time is available.

#### Ways to reduce studio time:

- Prepare the production of the song fully before you come to studio. Knowing the exact form of the song (e.g. intro, verse, chorus, verse, chorus, etc), knowing what instruments are going to play in the song and when, will all dramatically reduce time.
- Learn to play to a metronome or at least very strictly in time. One of the biggest adjustments for people who have not been in studio before is learning to play to the click of the metronome in one's ears. Should you have a song that you want to perform in a free time, discuss this with your engineer prior to recording the scratch track.
- Ensure your instrument is in good working order and is free of rattles, annoying vibrations, squeaks or leaks. New strings, extra plectrums, foot stools, cloths, valve & slide oils and creams should also be brought with you in case you need these during the session. Warm up your voice in the car on the way over if you're singing. Stools and music stands are provided.
- Wear clothing that is comfortable and not noisy. Remove any jewelry & watches that could make a noise in recording.
- Switch off your cellphone to prevent any interference with the audio signal.

#### What you can expect from the Studio:

Trilogy Music does not proclaim to be a professional studio. Thus we call it a Demo Studio. The product you will walk away with, granting us sufficient time to work on it, will be clean of external noise. The noise to signal ratio provided by the machines in play in the studio is good & on most tracks we can totally eliminate any prominent noise. As trained, professional musicians, our ears are attuned to the mix and EQ requirements of instruments and voices. However, as we do not necessarily take on the full Producer role, we will be guided by your suggestions and remarks.

