A Mix-Down Assistant Interface with Reuse of Examples

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Abstract: Mix-down (track down) occurs at the final stage of commercial music production. Selecting effectors for each sound track and setting the parameters of each effecter balances the sound from each track in stereo (mix-down design). The mix-down process greatly influences the final sound quality. Recently, professional mixing tasks have been done on digital audio workstations, i. e., software on PCs. In this sense, amateur musicians have entered the realm of professional production. However, it is difficult for mix-down beginners to obtain the design they want. One rational way of assisting mix-down is by using examples. In this paper we propose a mix-down assistance interface that copies an existing mix-down design to the given music, and describe its functions, evaluations and possibilities.