## MC080 - September 2021

| Filename / Forum Username  | Samplerate | Bitrate | dBTP (L / R)          | Integrated Loudness ILk | Mix Length       | Disqualified Additional Info   |  |  |
|--|------------|---------|-----------------------|-------------------------|------------------|--|--|--|
| AndrewMcPherson.wav  | 48 000 Hz  | 24 Bit  | -0.52 dB / -0.64 dB   | -16.1 LUFS              | 3 mn 47 s 134 ms | OUT SEP-03 post deleted, to "make revision", admin PM ignored            |  |  |
| askandy.wav  | 44 100 Hz  | 24 Bit  | -2.36 dB / -2.39 dB   | -16.2 LUFS              | 3 mn 45 s 672 ms | X wrong sampling rate  |  |  |
| Beejay.wav   | 48 000 Hz  | 24 Bit  | +2.43 dB / +2.24 dB   | -10.5 LUFS              | 3 mn 43 s 906 ms | <b>X</b> filename convention (template), not within loudness specs, only |  |  |
| D.Pinck.wav  | 48 000 Hz  | 23 Bit  | -5.42 dB / -5.63 dB   | -14.7 LUFS              | 3 mn 42 s 122 ms | X not within loudness specs  |  |  |
| DavidHernandez.wav   | 48 000 Hz  | 22 Bit  | -17.32 dB / -17.13 dB | -30.1 LUFS              | 3 mn 46 s 304 ms | X not within loudness specs  |  |  |
| DrueXMiX.wav   | 48 000 Hz  | 24 Bit  | -0.21 dB / -0.23 dB   | -10.6 LUFS              | 3 mn 45 s        | <b>X</b> filename convention (template), not within loudness specs       |  |  |
| Gloo.wav   | 44 100 Hz  | 24 Bit  | -3.20 dB / -3.32 dB   | -18.5 LUFS              | 3 mn 48 s 750 ms | X filename convention (template), wrong sampling rate, document          |  |  |
| jhkennedy5.wav   | 48 000 Hz  | 23 Bit  | -10.82 dB / -11.07 dB | -25.6 LUFS              | 3 mn 47 s 500 ms | X not within loudness specs, lackluster documentation                    |  |  |
| justeluis.wav  | 48 000 Hz  | 24 Bit  | -7.31 dB / -5.96 dB   | -21.2 LUFS              | 3 mn 45 s        | X no documentation   |  |  |
| ManuC.wav  | 48 000 Hz  | 23 Bit  | -10.31 dB / -10.43 dB | -25.0 LUFS              | 3 mn 45 s 156 ms | X not within loudness specs, no access to screenshots                    |  |  |
| MattP.wav  | 48 000 Hz  | 24 Bit  | -3.15 dB / -2.87 dB   | -15.0 LUFS              | 3 mn 47 s 500 ms | X not within loudness specs, lackluster documentation                    |  |  |
| Mork.wav   | 44 100 Hz  | 24 Bit  | -2.20 dB / -1.02 dB   | -16.6 LUFS              | 3 mn 45 s        | X wrong sampling rate  |  |  |
| Saccharine_Trust.wav   | 48 000 Hz  | 24 Bit  | -2.98 dB / -2.73 dB   | -17.3 LUFS              | 3 mn 52 s        | X arrangement altered (muted parts)                                      |  |  |
| Seba S.wav   | 48 000 Hz  | 0 Bit   | -∞ dB / -∞ dB         | -∞ LUFS                 |                  | OUT File not accessible, no documentation                                |  |  |
| shoma.wav  | 48 000 Hz  | 23 Bit  | -7.67 dB / -8.54 dB   | -23.6 LUFS              | 3 mn 45 s 268 ms | X GoogleDrive issue, no documentation by time of deadline                |  |  |
| violintch02.wav  | 44 100 Hz  | 23 Bit  | -8.02 dB / -9.78 dB   | -23.2 LUFS              | 3 mn 48 s        | X wrong sampling rate  |  |  |
| Vongluck.wav   | 48 000 Hz  | 15 Bit  | -6.15 dB / -6.08 dB   | -14.0 LUFS              | 3 mn 51 s 741 ms | X not within loudness specs, wrong bitrate                               |  |  |
| Yann.wav   | 48 000 Hz  | 24 Bit  | -0.98 dB / -0.91 dB   | -16.2 LUFS              | 3 mn 47 s        | X not within loudness specs, documentation could be better               |  |  |
| Re-submissions (within Mix Round 1)  |            |         |                       |                         |                  |  |  |  |
| AndrewMcPherson.wav  | 48 000 Hz  | 24 Bit  | -2.94 dB / -2.59 dB   | -18.2 LUFS              | 3 mn 45 s 942 ms | <b>OUT</b> overhauled / re-submitted (see above), only plugins listed    |  |  |
| Out of Competition submissions (aka: after the deadline, sent via PM, etc) |            |         |                       |                         |                  |  |  |  |

-∞ LUFS

Releases up until 2021-SEP-22 (1:00'o), re-checked 2021-OCT-01 (8:30'o) – measured with Wavelab 10 (Batch Analysis)

48 100 Hz

<none>

0 Bit

| Something to look out for        | Grey 20%  | (bitrate offsets, like low loudness or low maximum signal strength/dBTP can result in bitrate drop down to 22bit, or 32bit render) |
|----------------------------------|-----------|--|
| Something to look out for        | Grey 10%  | (dBTP dropping below -6 dBFS – you might loose out on dynamic range, which also results in bitrate drop to 23bit)                  |
| Wrong Bitrate (lower than 24bit) | Diagram 3 | (unless otherwise stated, material should be delivered in 24bit)   |
| Wrong Samplerate                 | Diagram 3 | (source samplerate was 48 kHz)   |
| Track too short                  | Yellow 2  | (source song length was 3:45min – acceptable length without silence in front/back is 3:43min)                                      |
| Too High Signal                  | Blue 8    | (everything higher -16,0 LUFS, higher -1,00 dBTP – see rule set)   |
| Too Low Signal                   | Blue 7    | (everything lower -24,0 LUFS)  |
| File Issues                      | Light Red | (non-accessible link, no forum username associated, clear identified re-upload)  |
| Withdrawn                        | Green 8   |  |

-∞ dB / -∞ dB

ALLOWED TOLERANCES LUFS up until -15,7 (+-0,3 LU tolerance from -16,0 LUFS ILk max) dBTP up until -0,95 (+-0,05 dBTP tolerance from -1,00 dBTP max)