Mixer tutorials

You build the sound, you measure it, and it is your file that goes to the broadcaster.

CONTENTS

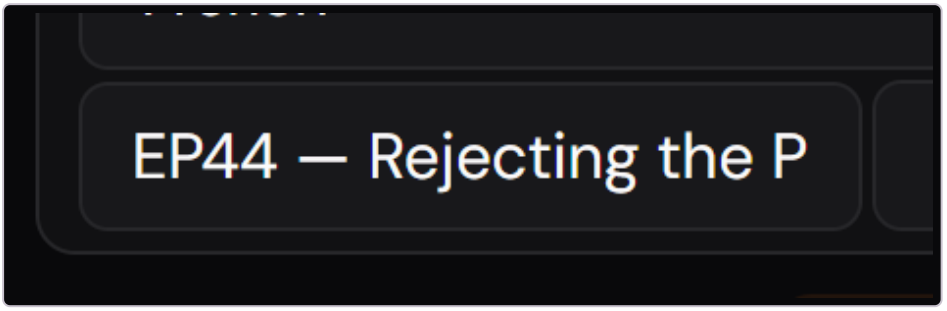
Get the M&E out of an episode delivered as a mix

The client sent a single file. You must dub over it without losing the music.

`A few minutes per episode, unattended`

01 **Name the project first**

The project name decides the episode folder. Without it, the elements land next to the sources and the final render will not find them on its own, Axeho tells you before starting, not after.



The project name field, in the top bar, filled in with the episode name.

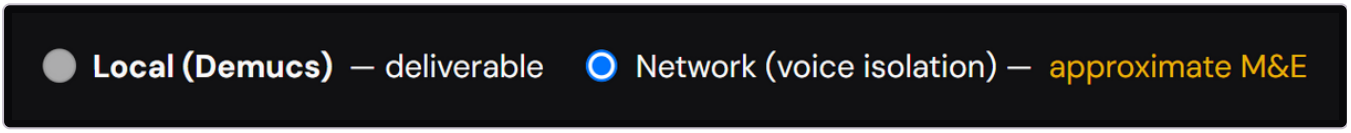
02 **Pick the sources**

Videos or audio files, one or fifty. The sound is extracted for you: no need to prepare WAV files.

The source picker buttons, videos or audio files, and the output folder.

03 **Choose the route**

The **local** route returns a deliverable M&E and needs no network. The **online** route is quicker to set up, but its M&E is a subtraction: good for a mock-up, never for broadcast. The produced file name carries the difference.



The two separation routes: local, deliverable, and online, whose M&E is approximate.

04 **Start it, and move on**

The work continues in the background. You can switch tabs, transcribe, write the band. A final report lists the files produced and any failures.

The Separate button, which starts the job in the background.

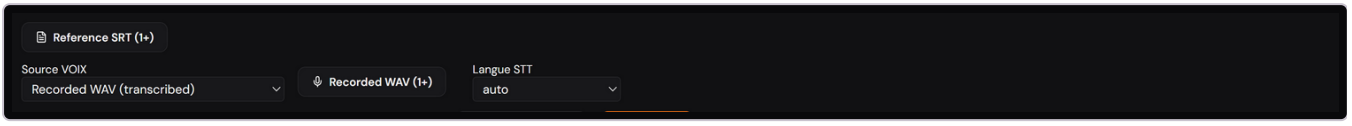
Conform after the studio comes back

What was recorded no longer matches the written text: the floor changed lines.

`10 minutes per episode`

01 **Bring the two versions together**

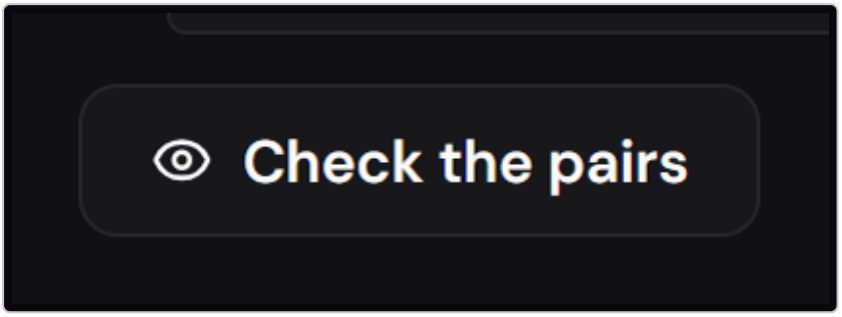
On one side the **reference SRT**, the original text. On the other, the **recorded WAV files** from the studio. Several can be loaded at once.



Picking the reference SRT, the VOICE source and the transcription language.

02 **Let it pair them**

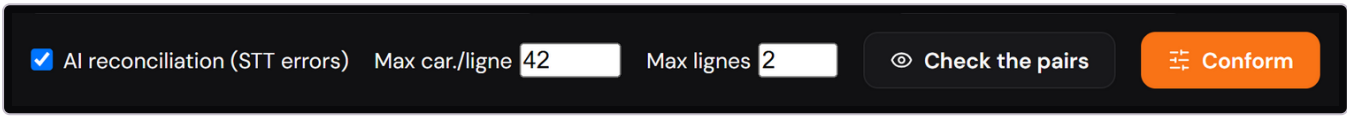
The tool matches each recording to its reference. That is the job nobody wants to do by hand across forty lines.



The Check pairs button, which shows the matching before the batch starts.

03 **Run it and re-read**

Conforming transfers by **timecode** and flags the gaps. Those gaps are what to look at: the rest is already correct.



The formatting rules, the reconciliation option and the Conform button.

04 **Collect the result**

The **voice SRT** and the **final DetX** come out matching what was actually said, ready for delivery.

The result header and the download button for the conformed SRT.

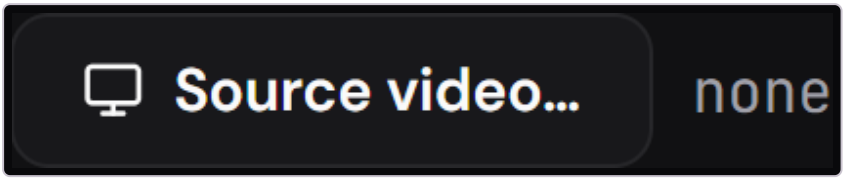
Render the dubbed video

The client wants to watch the episode, not open a DetX.

`A few seconds per episode`

01 **Choose the picture**

The **source video** is the one from the edit. It is **not re-encoded**: the video stream comes out identical to what went in, which is why an episode renders in seconds rather than half an hour.

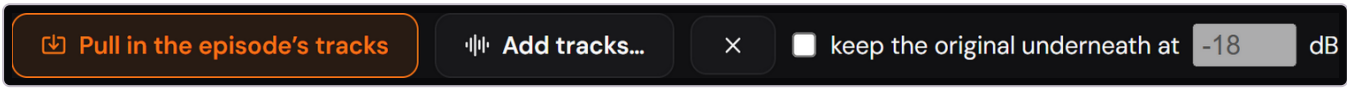


The button that picks the render's source video.

02 **Pull in the episode's tracks**

Pull in the episode's tracks fetches the voice from the last generation and the separated M&E, where they were filed. Everything stays editable, and you can add tracks by hand.

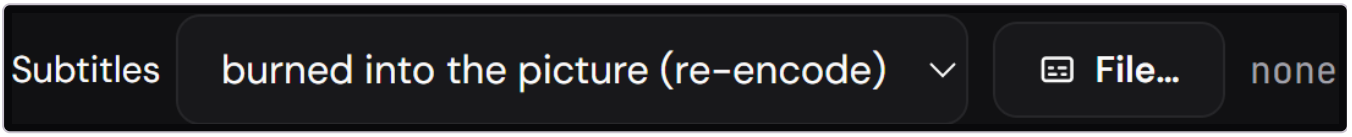
> **Keep the original underneath** is for checking, never for delivery: you then hear both versions at once, which is exactly what a broadcaster rejects.



Pulling in the episode's tracks, adding tracks by hand, and the option to keep the original underneath.

03 **Subtitles: burned in or embedded**

Embedded track leaves the picture untouched and can be switched off in the player. **Burned into the picture** re-encodes, so it takes longer, but the text shows up everywhere — including in editing software, which ignores text tracks.



The render's subtitle menu: none, embedded track, or burned into the picture.

04 **Render**

A name, a container, an output folder. The file produced is the one you show the client — and it is also the one to run through **quality control** before sending it.

The button that starts the dubbed video render.

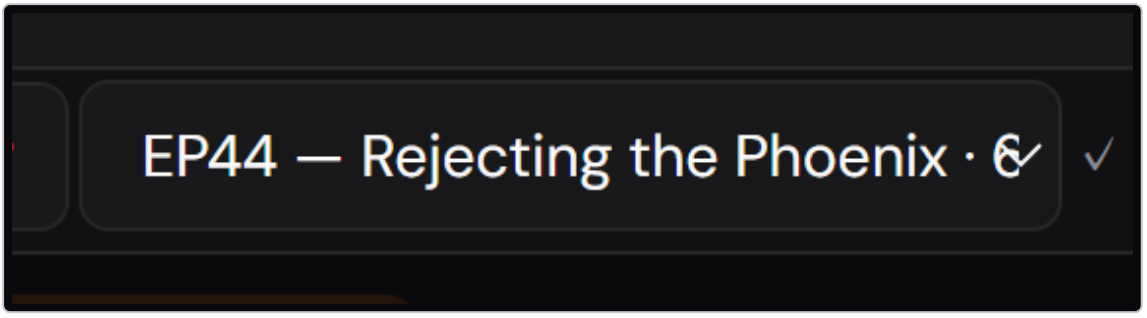
Check an episode before sending it

The file is ready. You want to know what the client's QC will find, before they do.

`2 minutes per episode`

01 **Open the episode's project**

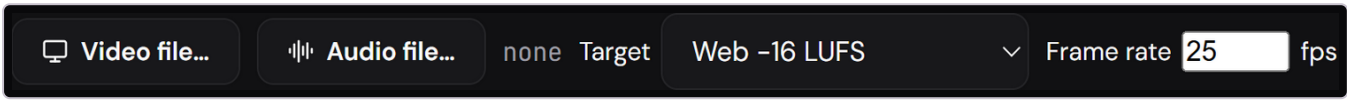
The script is the reference: without it you can measure levels, but neither completeness nor synchronisation. Axeho says so rather than silently skipping the checks.



The menu that opens an already saved project.

02 **Point at the deliverable**

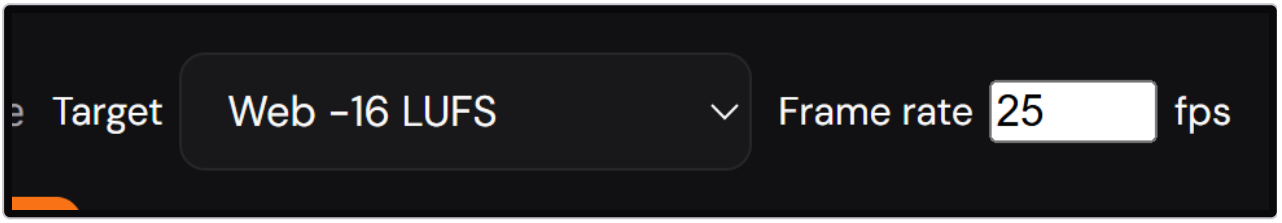
The video render, the mix, or a disputed stem. The check accepts picture as readily as audio, the video file is precisely what nothing used to verify.



Choosing the file to check, video or audio.

03 **Choose the target and the frame rate**

The loudness target depends on the broadcaster. The frame rate expresses the sync tolerance in **frames**: that is the unit of the trade, a millisecond means nothing to anyone.



The loudness target and the reference frame rate.

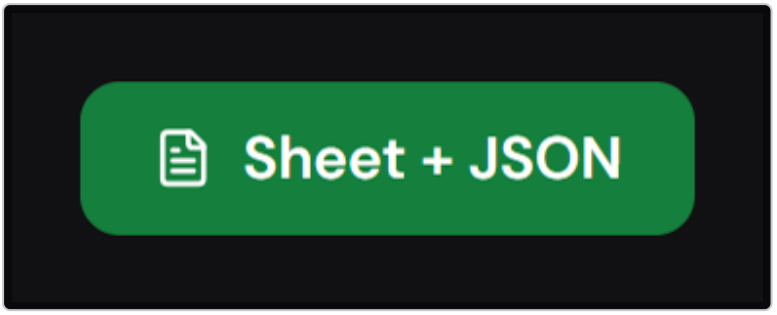
04 Run everything

One button chains the three checks then issues the sheet. Missing lines and the most-offset lines are clickable: you go and listen to them without hunting.

The button that chains the three checks and produces the report.

05 Attach the sheet

The sheet ships with the delivery. It depends on no software: it is a document that opens anywhere and prints to PDF.



The Sheet + JSON button, which produces the document shipped with the delivery.

Contractor side: receive and deliver

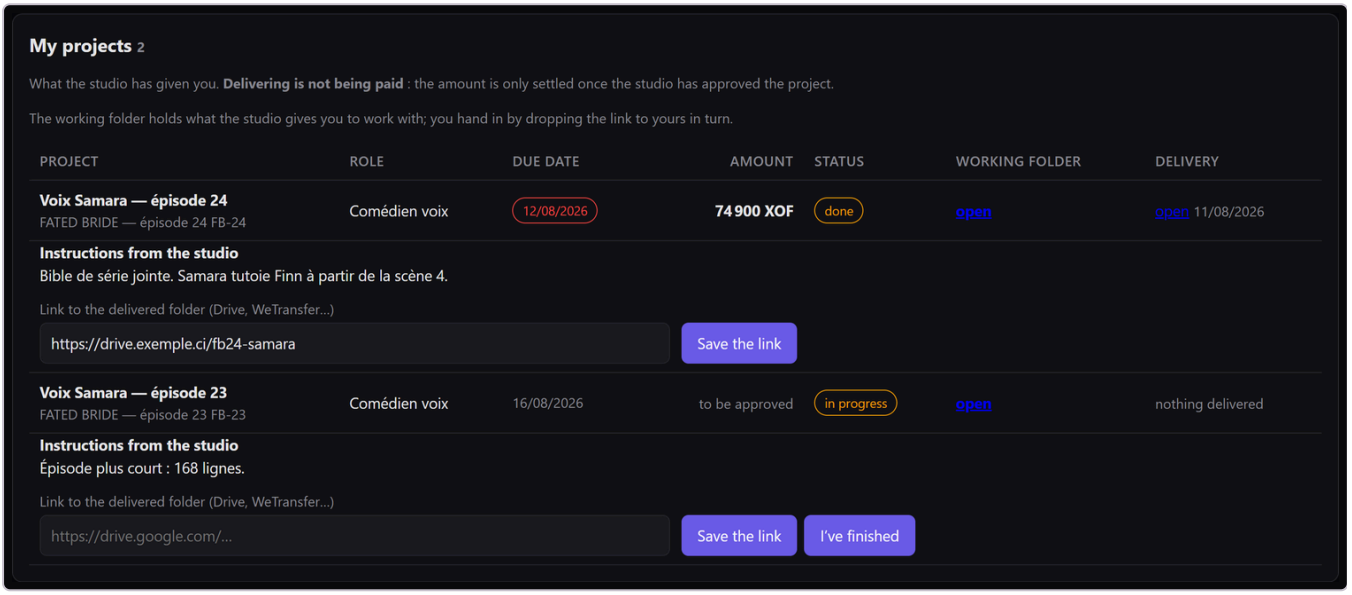
The invited voice actor, mixer or adapter: what they see, and what is expected of them.

2 minutes

01 See what you have been given

A contractor has only **two tabs**: their work and their invoices. The rest of the console is none of their business, and it is removed rather than left there to refuse them.

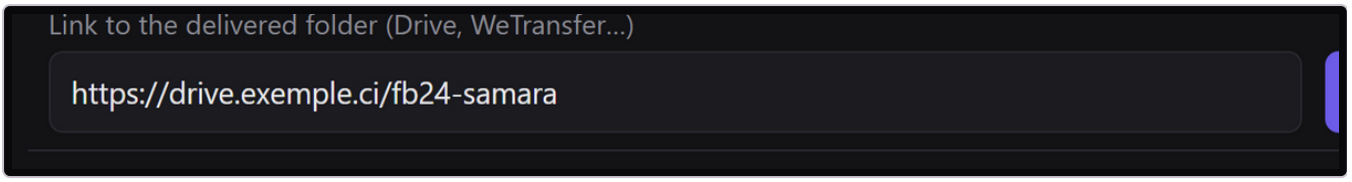
> The **working folder** holds what the studio provides — video, DetX, script, series bible — and the **instructions** say what to know before starting.



The contractor's view: two assignments, their deadline, amount and the studio's instructions.

02 **Submit the delivery**

You deliver by pasting the **link to the delivered folder**, then marking **I've finished**. **Delivering is not being paid**: the amount is only fixed once the studio approves the work.



The delivery link field and its save button, on the contractor's side.

This tutorial online : `https://axeho.studio/en/tutorials-mixer.html`