



FREE GUIDE

The Track Finisher Blueprint

Six bar by bar arrangement maps, a 7 day finishing plan and the checklist I use before anything leaves my studio.

6

arrangement maps

7

day plan

30

point checklist

£50 value. Yours free. By Omar Meho, founder of Music Workflow Academy. Taught to 120,000+ students in 170+ countries.

Why your tracks **never** get finished

Almost every producer I teach has the same folder: forty 8 bar loops and no finished tracks. It's not talent. It's that a loop has no deadlines and no map.

The loop trap

You keep adding layers to 8 bars because it feels like progress. After an hour the loop is too busy to arrange and you're bored of it.

The fix

Stop at 5 to 7 parts. Drag the loop across 6 minutes straight away, then arrange by taking things away, not by writing more.

Work in 8s

Dance music moves in 8, 16 and 32 bar phrases. If every change lands on one of those lines, a DJ can mix it and a crowd can feel it.

Steal a map

Drop a reference track you love into your session, mark where every section starts, and copy the bar counts. Every map in this guide was built that way.

The 3 rules that finish tracks

1. **Something changes every 8 bars.** A hat comes in, a filter opens, a chord drops out. Small is fine.
2. **Something big changes every 32 bars.** A new section: break, drop, new groove.
3. **Done beats perfect.** Give each track a deadline. You learn more from ten finished tracks than one perfect loop.

PART 2

Arrangement maps

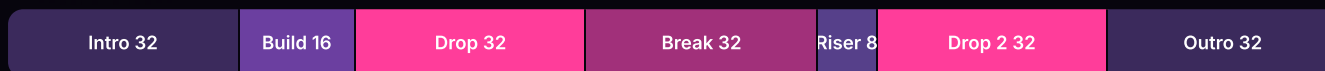
Numbers are bars. Colours: intro and outro (dark), groove (purple), break (plum), drop (pink).

1. Rolling minimal house, 125 BPM, about 6:30



No huge breakdown. The groove carries it. Bring the chords in at Groove A, strip to bass and hats for the 16 bar break.

2. Tech house, 126 BPM, about 6:00



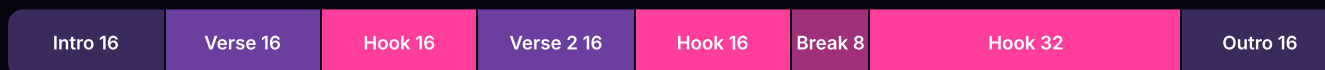
The vocal hook usually lands in the first drop. Save one new element (a lead, a second vocal) for Drop 2.

3. Deep house, 122 BPM, about 6:30

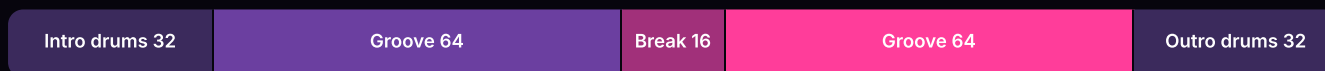


Chords and pads lead the story. Keep the kick out of the break and let the keys breathe.

4. UK garage, 132 BPM, about 4:30



5. Club tool / DJ edit, 126 BPM, about 7:00



Long mixable intro and outro with just kick, hats and percussion. DJs love these.

6. Radio edit, 124 BPM, about 3:00



The energy toolkit

You've laid the map. Now use these moves on the 8 and 32 bar lines so the track never sits still.

Move	How to do it in Ableton	Where
Filter sweep	Auto Filter on the chords, automate the cutoff up over 8 or 16 bars	Into a drop
Drum drop out	Mute the kick for the last bar before a section	Any 32 bar line
Reverse cymbal or noise riser	Reverse a crash in the sample editor, or automate a white noise high pass	Last 4 to 8 bars of a build
Hat switch	Swap closed hats for open hats or 16ths for 8ths	Groove A to Groove B
Bass mute	Remove the bass for 4 to 8 bars, then slam it back in	The most powerful drop trick
Delay throw	Send one chord or vocal word to a ping pong delay at 100%	End of a phrase
Snare roll	16ths into 32nds, pitch rising with velocity climbing (MWASnareRoll does this in one click)	Builds
Chord variation	Change the last chord of every 4th bar	Every 16 bars
Top percussion	Add shakers, congas or a ride for the second half of a section	Bar 17 of 32
Kick change	Low pass the kick in the break, open it fully for the drop	Breaks

The subtraction method (do this today)

1. Build your best 8 bar loop with every part playing.
2. Copy it across the full length of one map, so everything plays for 6 minutes.
3. Delete parts from each section using the map. Intro: only drums. Break: no kick. And so on.
4. Add one transition move from the table at every section change.
5. Listen once from start to finish without stopping. Write notes, don't fix yet.

The 7 day finishing plan

One hour a day. By day 7 you have a finished, exported track.

Day	Goal	What you do
1	The loop	Drums, bass, chords, one hook. Max 7 parts. Use the free MIDI packs so you start with ideas that work.
2	The map	Pick a map, drag the loop across, subtract parts to build every section.
3	Transitions	One energy move on every section line. Risers, drop outs, filter sweeps.
4	Detail	Fills, variations every 16 bars, automation. Fix your day 2 notes.
5	Mixdown	Levels, EQ, sidechain, panning. Follow the free MWA Mixdown Cheat Sheet.
6	Fresh ears	Listen on phone, car, headphones. Compare against a reference. Fix only the top 3 problems.
7	Export	Export a 24 bit WAV with your master peaking around -6 dB for mastering, plus a quick limited version to share.

Rules for the week

- No new projects until this one is exported.
- If you're stuck on something for 20 minutes, delete it and move on.
- Save a new version every day (Track_v1, v2, v3) so you can never lose a good idea.

The finished checklist

Tick all 30 before you call it done.

Arrangement

- ☐ Intro has 16 to 32 bars a DJ can mix in
- ☐ Every change lands on an 8 bar line
- ☐ Something big changes every 32 bars
- ☐ The hook appears in the first minute and a half
- ☐ Drop 2 has one thing Drop 1 didn't
- ☐ Outro mirrors the intro for mixing out
- ☐ No section is longer than 64 bars without a change
- ☐ The track is the right length for its job

Sound

- ☐ Kick and bass don't fight (sidechain or EQ)
- ☐ Everything under 120 Hz is mono
- ☐ Chords and hats are high passed
- ☐ No part clips on its channel
- ☐ Reverb and delay are on sends, not every channel
- ☐ The vocal sits clearly on top

Detail

- ☐ Hats or percussion have velocity variation
- ☐ Fills at the end of most 16 bar phrases
- ☐ Automation on at least 3 parts
- ☐ No clicks at loop edges (fades on audio clips)
- ☐ Risers and FX are not louder than the drop
- ☐ Silence or a gap before the main drop

Final checks

- ☐ Compared against a reference track
- ☐ Listened on phone speaker
- ☐ Listened in a car or on earbuds
- ☐ Listened at low volume
- ☐ Master peaking around -6 dB before mastering
- ☐ 24 bit WAV exported at the project sample rate
- ☐ File named Artist - Title (Original Mix)
- ☐ Key and BPM noted for DJs
- ☐ Project saved and collected (Collect All and Save)
- ☐ You actually played it to someone

NEXT STEP

Finish your first track **this week**

This blueprint is the map. The MWA Ableton course is the whole journey, step by step, from empty project to released track.

Workflow first

One repeatable method you'll use on every track, not 100 random tips.

Real feedback

Track feedback and a 1 to 1 call with Omar are included.

Everything included

5 ebooks, 5 sample packs, 1,000+ presets, templates and the MWA Plugin Suite.

The MWA Ableton Course

33 modules taking you from idea to finished, released track with one workflow. Students have gone on to Beatport top 10s, festival bookings and paid gigs.

See the Ableton course →

Lifetime access, 30-day money-back guarantee, CPD accredited. Includes every ebook, sample pack, the MWA Plugin Suite and the Track Kit Vault.