

## Preparing your audio for authoring

Rock Band uses a multiplexed audio format. This multitrack file allows for specific audio streams to be muted when the player misses notes during game play. You will need to be able to supply adequate stems to allow us to work on your song and create this file for game play. Stems are audio files containing individual instrument parts that when all played together at the same volume sound like the final mix of a song. The following information will help you create the stems we require for authoring.

To ensure the audio maintains the sound of your song, make sure **all** mixing, panning and effects are rendered to the new stem files. For instance, to retain any panning or stereo effect a stereo audio file should be used. If the Kick or Bass has no stereo information a mono file is acceptable. Make sure all files are created with the same starting point to ensure proper alignment. A few measures of pre roll are preferred but not essential. Audio specs are flexible but 44.1khz 16bit WAV files is preferred.

If your song begins or ends with a fade, please supply the files without this fade if possible. A long fade does not work well in Rock Band and a definite ending may need to be fabricated. This is much easier to do with the full file to work with. We will top and tail the tracks referencing the album mix when creating the final game mix.

- mono or stereo **KICK** stem
- mono or stereo **SNARE** stem
- stereo **TOMS** stem
- stereo **CYMBALS** stem – a submix of everything else in the kit minus kick, snare and toms, including hats, cymbals, overheads, room mics, etc...
  - *If the drums were recorded as a single stereo file or as 2 files that is also acceptable but much less preferred for both authoring and game play.*
- mono or stereo **BASS** stem
- separate mono or stereo **GUITAR** stem(s) for each of the main guitar parts. It is best to keep different guitar parts separate to allow us to create the game play comps for the best gaming experience. If parts are doubled with identical performance it is okay to combine these. Additional labels may include numeric values or part descriptions (Rhythm, Lead, Solo, etc).
- separate mono or stereo **KEYBOARD** stem(s) for each keyboard track. As with guitar, separate tracks are very much preferred to work with. This also helps us make accurate transcriptions of the parts. Additional labels may include numeric values or specific instruments (Rhodes, Clav, Hammond, etc).
- mono or stereo **VOX LEAD** stem – a full mix of all *lead* vocal tracks.
- mono or stereo **VOX BACKGROUND** stem – a full mix of all *backing* and/or *harmony* vocal tracks
- mono **DRY VOX LEAD** stem – This is *very important*. If **at all possible** this needs to be without effects of any kind. No doubling, reverb, delay, etc. The only exception would be any pitch correction. This file is **NOT** going to be heard in the game. This file is crucial to generate adequate lip sync and transcription. If there are any overlapping parts it is best to provide separate files for each if possible.
- separate mono **DRY VOX BACKGROUND 1 (DRY VOX BACKGROUND 2 etc)** stem(s). Same guidelines as the “dry vox lead”. These should be separate stems for any and all *backing vocals/harmonies*, etc.
- stereo **BACKING** stem – a submix of anything else in the song. This audio will be combined (by us) with all none game play guitars or keyboards and will never mute during game play. This file may contain sound effects, percussion, strings, horns, etc. It should not contain any guitars, keyboards or vocals.
- stereo **REFERENCE MIX** – The mastered album version for reference. WAV or MP3

\*The above requirements are the best-case preferred scenario. If for some reason these cannot be met, that does not mean that your song cannot be authored for Rock Band. Please contact us to discuss the situation further.

While we make every effort to maintain your sound, be aware that the final game play mix may vary from your album mix. The game engine adds sound effects and virtual crowd noise. Also when playing as a single instrument the game will bump the volume of this part (guitar, bass, etc) slightly in the mix. In addition non-active parts need to be dropped in the mix to ensure the active game play parts are clearly audible to the gamer. For example backing guitars may be slightly quieter in the game than on you album.

