

ROCKGAMER STUDIOS DELIVERY SPECIFICATIONS

I AUDIO MATERIALS

A song mix for Rock Band differs slightly from a regular CD or album mix in that the song is not mastered per se, so all the separate audio files required by the game have to be handled and “mastered” individually.

- All stems should be .WAV files at 16 bit, 44.1kHz.

• **IMPORTANT – PLEASE READ: All stems must be bounced with mastering FX applied**, unless otherwise noted. The general idea is that whenever the game plays all the stems together, the song sounds as close to the album/MP3 mix as possible. If the stems we receive are missing any effects from Finalizer, etc., those effects will **NOT** be present in the game.

- The stems should be, ideally:

1. Kick drum (mono)
2. Snare Drum (stereo)
3. The rest of the Drum kit (overheads + tom mics) combined (stereo)
4. Bass (mono, or stereo if it has been processed with stereo effects)
5. Each guitar in its own separate stem (stereo)
 - a. We will generally mix the main guitar and solo into the playable guitar stem, while mixing the rest of the guitars into the Backing Tracks stem (see #11).
6. Lead vocal (stereo)
7. Dry lead vocal (no fx, mono)
 - a. The player will never hear this track. It is simply used by the Rock Band game engine to generate the singer’s mouth movements.
8. Backup/harmony vocals (stereo). For multiple harmonies, if you can deliver each individual vocal track in its own stereo stem, even better.
9. Dry backup/harmony vocals (no fx, mono)
 - a. The player will never hear this track. It is simply used by the Rock Band game engine to generate the backup singers' mouth movements.
10. Each Keys/synth/piano track in its own stem (stereo)

- a. Starting with RBN 2.0 (early 2011), we will be authoring playable keys (5-button) and Pro Keys (2 octave) sections into your tracks whenever applicable.
- b. At our discretion, or per your request, we might mix other instruments (strings, brass, etc.) into the playable keys stem in order to keep the keys player as active as possible.

11. Backing Tracks - All other instruments (percussion, loops, shaker, FX, etc), **each in an individual track** (stereo). Our engineers will mix all non-playable parts into a master backing stem.

12. Reference mix of the song (stereo)

- We will further process these stems to adapt them to the game's requirements, while emulating your reference mix as closely as possible.

II LYRICS

- We require the lyrics for each track in either .txt or .doc format.
- Please note that explicit lyrics are not allowed by Microsoft or the Rock Band Network.
- If your track contains explicit lyrics, you may either submit a radio edit, mute the explicit sections from the vocal stems, or allow RockGamer to mute any phrases deemed explicit by Microsoft.

III DELIVERY

Once you are ready to deliver your materials::

- Compress all your stems and documents into a single .ZIP file, using file compression tools such as WinZIP or 7-ZIP.
 - **NOTE:** Our delivery service may not accept single files larger than 2GB. If your .ZIP file is larger than 2GB, you should split the project into multiple .ZIP files.
- Go to <http://www.rockgamerstudios.com/upload>. You will be redirected to our YouSendIt landing page, where you can send large files securely. We will notify you as soon as we receive and verify the files.

If you have any questions at all about these requirements, please send an email to our engineering team at audio@rockgamerstudios.com.