



SYMPHONIC

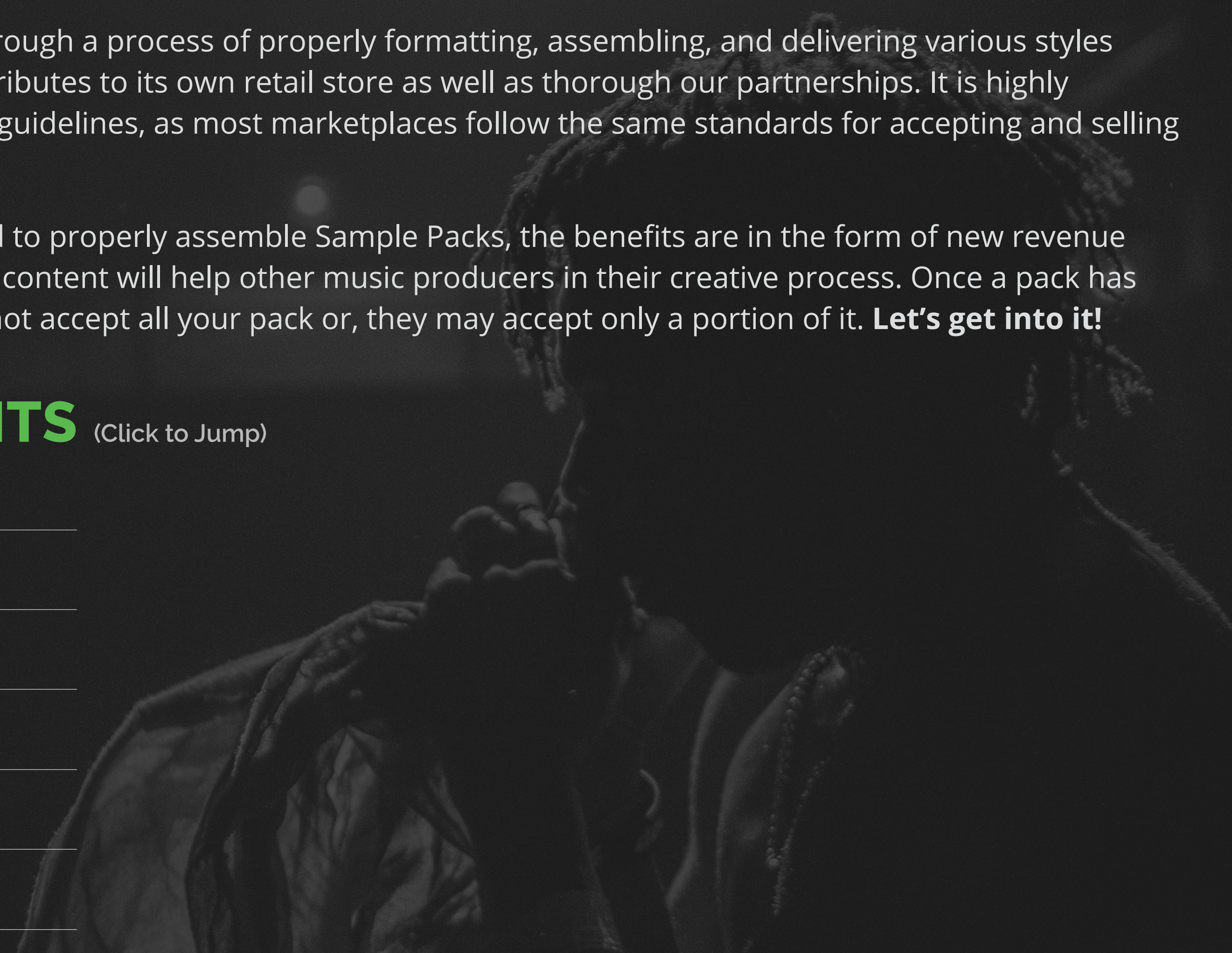
SAMPLE PACK

Creation Guide

This guide is intended to walk you through a process of properly formatting, assembling, and delivering various styles of Sample Packs that Symphonic distributes to its own retail store as well as through our partnerships. It is highly recommended that you follow these guidelines, as most marketplaces follow the same standards for accepting and selling Sample Packs.

Although a bit more effort is required to properly assemble Sample Packs, the benefits are in the form of new revenue opportunities and knowing that your content will help other music producers in their creative process. Once a pack has been delivered, some partners may not accept all your pack or, they may accept only a portion of it. **Let's get into it!**

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TYPES OF CONTENT

There is very little sample based content that we will not distribute within a Sample Pack. With that being said, some content sells better and is more popular than others. Standard Sample Packs may include (but are not limited to) any combination of the following:

.wav

.aiff

MIDI

Apple Loops

REX Files

Maschine Kits

Ableton Templates

Logic Channel Strip Templates

Kontakt Sampler Banks

EXS Sampler Banks

Software Synthesizer Presets

Hardware Synthesizer Presets

* If there is a new or emerging content type that you wish to feature in a Sample Pack, feel free to hit us up as we would love to hear about it.

TYPES OF SAMPLE PACKS

Symphonic typically distributes three types of Sample Packs

Genre/Artist/Label-Based

Genre, artist, or Label Based Sample Packs tend to encompass an entire genre or style. These packs contain a mix of drum, bass, synth, and FX Samples.

Utilitarian

Utilitarian packs have a laser focus on a certain element of a genre, such as “Tech House Top Loops” or “Trap Bass Lines.” These packs provide more advanced users with the tools they are looking for in a smaller, more usable package.

Construction Kits

Construction Kits, or “Song Starters” are full song ideas contained in one folder. This typically includes all of the individual elements and prior setup needed to create a song such as instruments, effects, samples, loops, and full length stems. Think of it as a quick “get up and go” alternative to all of the preparation that is usually required to create a beat.

FORMATTING AND ORGANIZATION

When it comes to formatting your Sample Pack, organization and consistency are key. Let's start with a few key guidelines:

BPM Notation


All loop files should have a BPM listed in the file name. Listing a BPM will be helpful for users that do not have a DAW that automatically warps the file to the correct tempo. One shots do not have a BPM, so it is not required for those files.

Key Notation

All samples that have an identifiable pitch should have the Key listed in the file name. Some samples like snares or white noise will not have an identifiable pitch. In those cases, you are not required to list a key.

Examples

No Key or BPM

 FXSweep01.wav

Key & BPM

 Bass01_Am_110.wav

Key Only

 PianoStab_F#m.wav

BPM Only

 SnareLoop01_140.wav

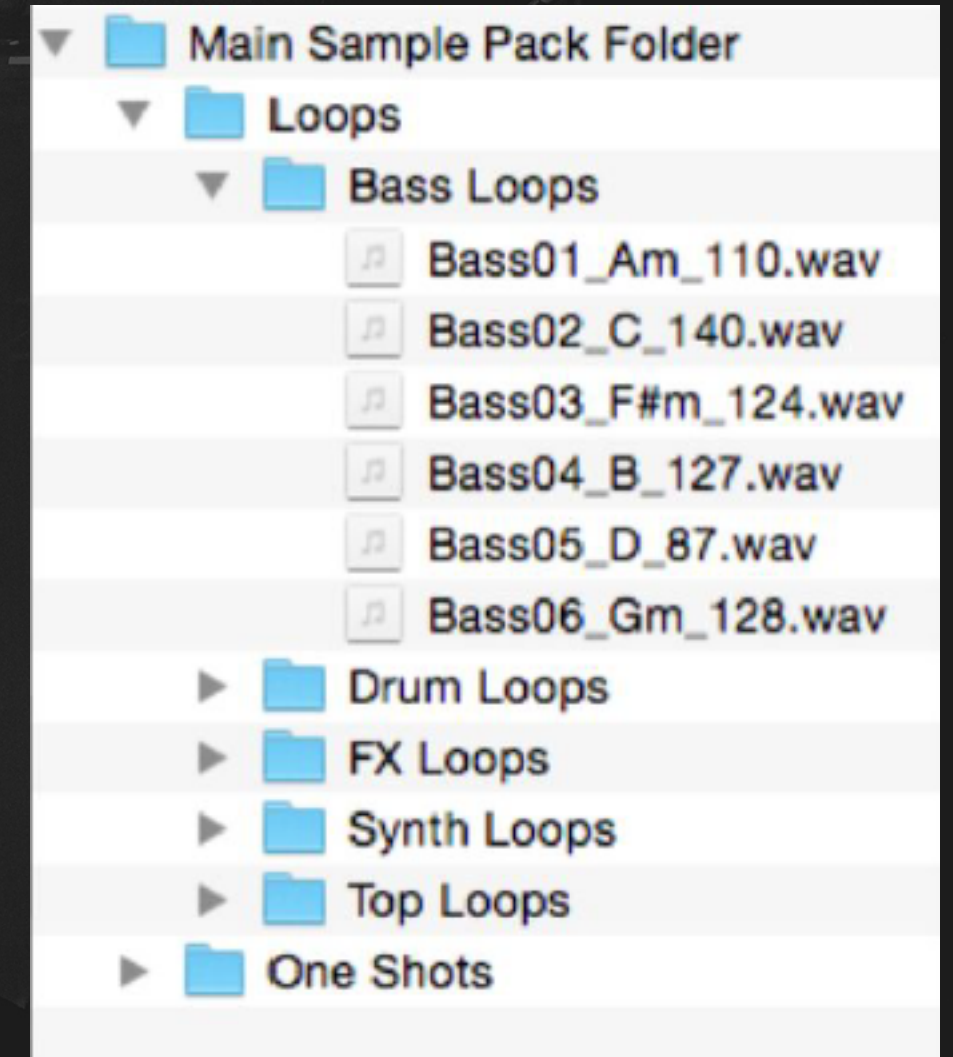
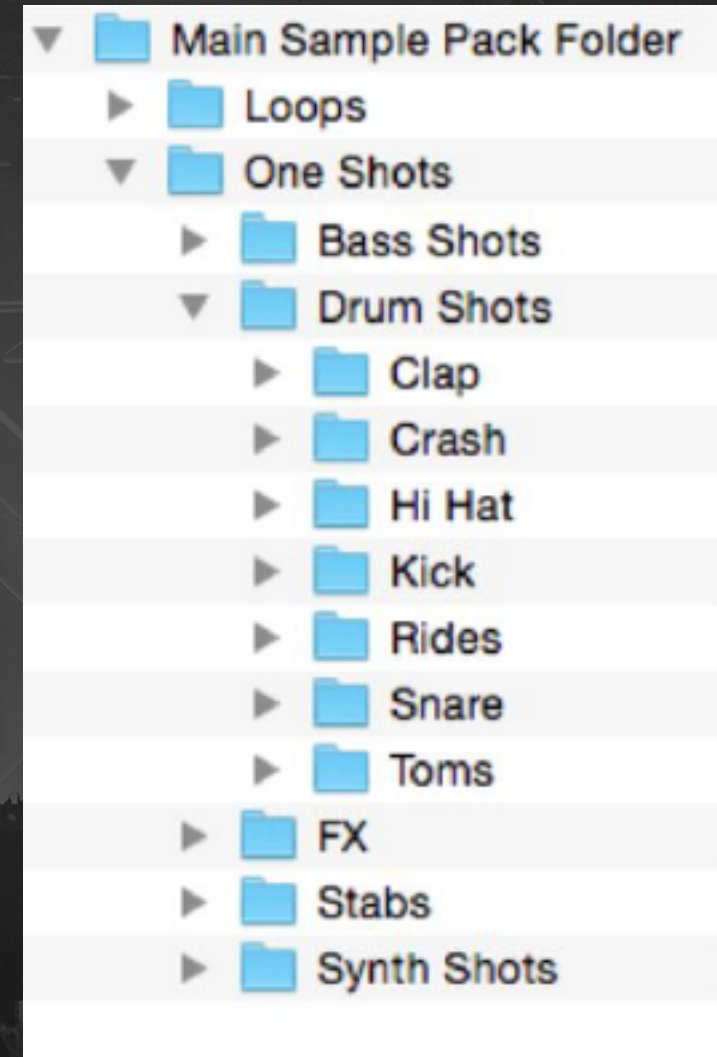
FORMATTING AND ORGANIZATION

Organization

- Like files should be grouped together. For example, if you have 45 different bass line loops, they should all be grouped in the same folder.
- The only exception to this rule is for Construction Kit packages. All files will then be contained in a single Song Starter folder. In this instance, it is best practice to use the “collect all and save” option in your DAW. This ensures that all elements and pieces of your song sit in the same folder. Prior to doing this, prepare your DAW so that it is easy for another producer to purchase your construction kit and begin using it right away.

Folder Structure

- Folder hierarchy should look like the images on the right



ALBUM ARTWORK

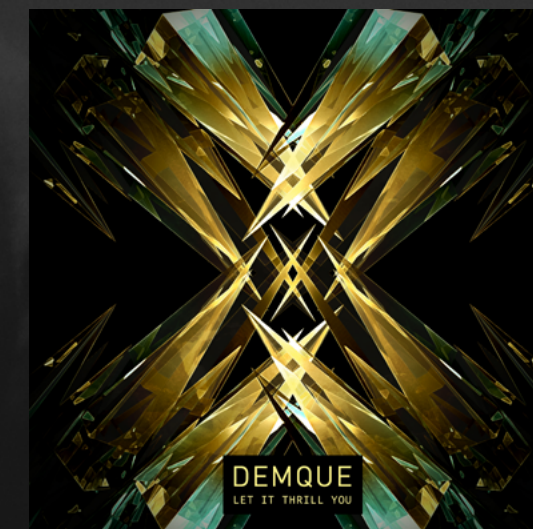
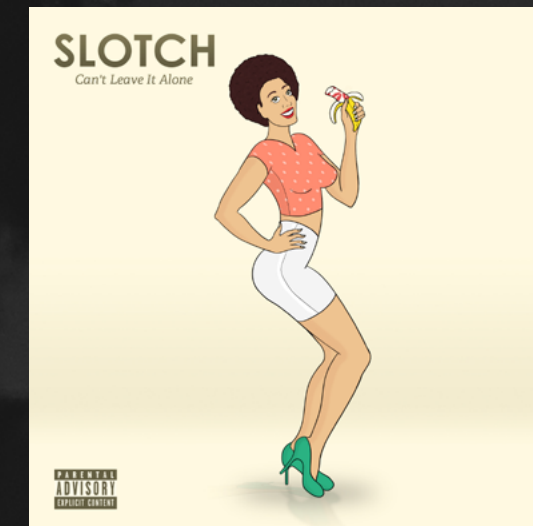
Cover art is meant to catch the eye of potential customers to entice them to listen to the demo. It is proven (and obvious) that more appealing cover art results in a higher conversion. Symphonic offers inexpensive services to help you produce eye catching cover art, but you could also do it yourself.

Keep in Mind

- Don't overcomplicate things, simplicity is key
- Have high quality imagery
- Make it visually balanced
- Utilize professional typography
- Have an eye catching and original design

Keep in Mind

- Jpeg file
- Minimum 2000pixels x 2000pixels
- RGB color mode



DEMO

The art catches the customer's eye, but the demo is what really drives the package home. Showcasing your samples and how they fit into the mix will often be the deciding factor of whether or not a sale is converted.

Keep in Mind

- You are able to create multiple demos
- Keep Ideas short, 4 bars is usually enough
- Keep the demo moving and changing
- Listen to other demos on the site for inspiration

Requirements

- Demo should be mastered and sound like a finished production.
- One MP3 that is 8Mb (Max)
- One .WAV 16 or 24 bit @ 44.1kHz.
- Must be at least 2 minutes or longer (no longer than 3:30)

CONCLUSION

Magic! The last step is to send everything our way. Sample Packs should be packaged and sent over via wetransfer.com to content@symphonicdistribution.com, and contain the following:

- **Demo**
- **Art**
- **Sample pack**
- **Metadata Information Form ([Click Here](#) to fill in and submit this form)**

THANK YOU AND HAPPY CREATING!