

A pair of hands, one from the top and one from the bottom, are shown in a dark, semi-transparent style. They are gently cupping a glowing green sphere. The sphere has a textured, slightly grainy surface and a bright white highlight on its upper left side, giving it a three-dimensional appearance. The background is a dark, muted green color.

SYMPHONIC

SAMPLE PACK

Creation Guide

ABOUT

Symphonic has a Production brand aimed at distributing original and cutting-edge Sample Packs, partnerships with key sample pack and production companies and much more.

This guide will walk you through recommended best practices for creating your Sample Pack for sale on platforms worldwide. Although a bit more effort is required to properly assemble Sample Packs, the ability to distribute a Sample Pack comes with unique benefits.

First, a Sample Pack release is another form of release that can earn revenue, and, potentially download revenue which is still by far larger than streaming royalties. It additionally presents you with an ability to be featured for your sound which can then later help your original productions be heard. So while tedious as we've mentioned, it's a cool thing to do!

The first step is creating a pack and we always recommend that you do so BEFORE you submit and apply to us. Every pack provided to Symphonic via our application process is reviewed by us and then, our digital service providers. Packs that are approved are then considered to be added to the brands that we work with.

The types of content that you can submit, formatting and organization, art, demos, and much more in this guide.

Let's do it!

GENRE AND PACK RECOMMENDATIONS

First, let's talk about what type of content you can produce.

A lot of DSPs have a ton of content in the form of Lo-Fi, Trap, Dubstep, Techno, Minimal.

It's our recommendation to focus on genres that may not necessarily have a lot of attention and/or are new and interesting. Think about Afrobeats, Tropical, Latin, or any other emerging genre and style.

From there, it is 100% about GOOD quality. Do not just throw samples together. Creating a Sample Pack should be treated in the same way that you treat your original music, with quality.

DSP's are currently very interested in artist oriented packs and we find that it helps to promote packs at the artist level.

Having a label brand won't really connect with producers or artists making music off sounds because they need to identify with the individual behind the pack so all packs are recommended to be artist driven when we distribute and package them under the Symphonic for Production brand.

All of these are just our independent recommendations and at the end of the day, quality is quality so if you have a pack created you can apply.

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

FORMATTING / FILE TYPES

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

ORGANIZATION

It is very important that your sample pack is properly organized as if it was going to be downloaded for sale. (Retail Ready). You want the process to be easy for a customer and for each sound to be properly organized.

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. (See picture on the right)

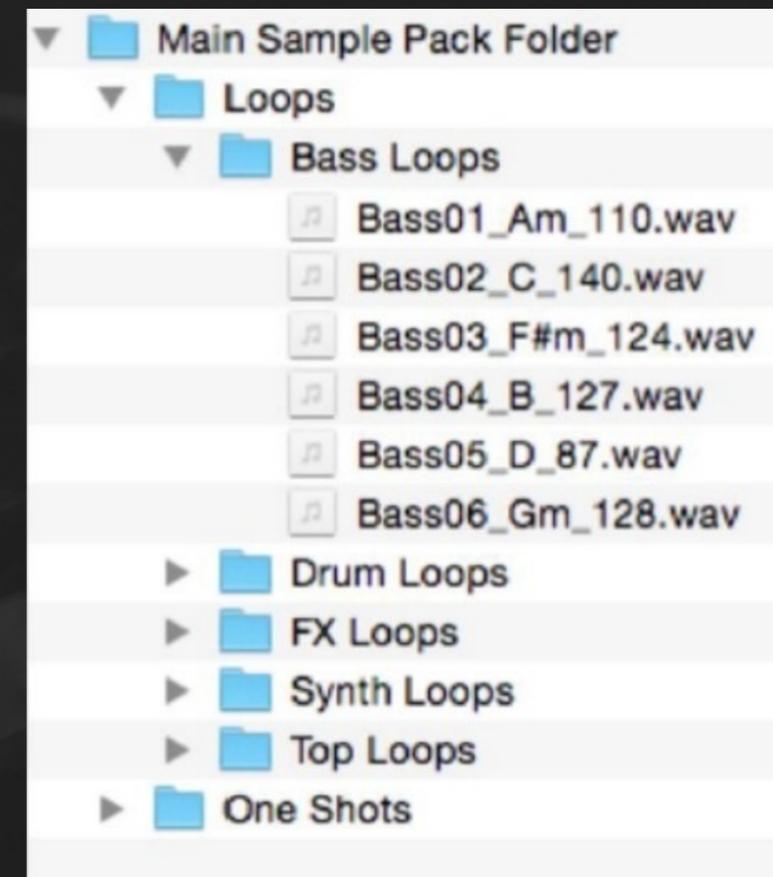
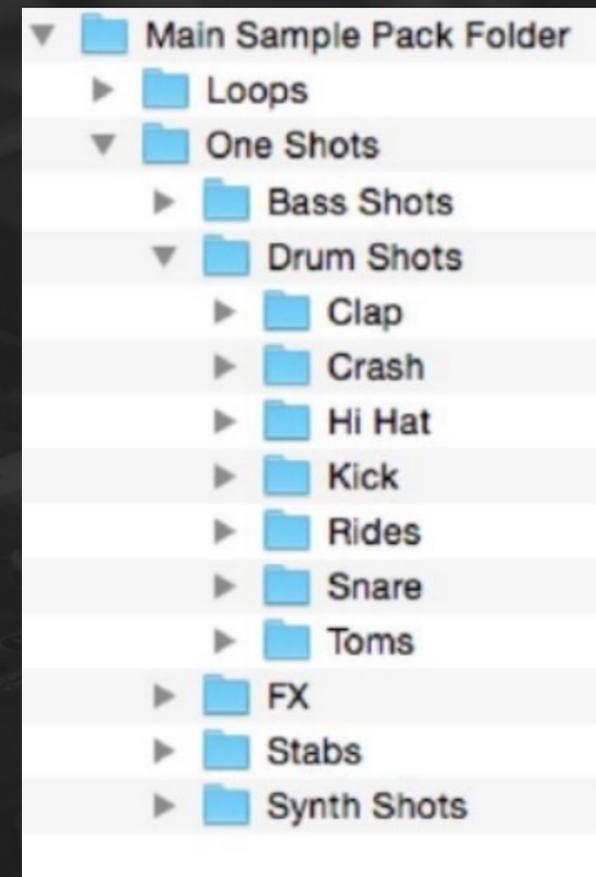
All files will then be contained in a single Song Starter folder.

FOLDER STRUCTURE

Folder hierarchy should look like the images on the right.

SOUNDS.COM

Please keep packs under 100 sounds if you'd like to deliver them to Sounds.com. They will not accept packs with more than 100 unique sounds. In general, anything under 100 sounds is helpful and you want to have an event amount of samples on your pack.



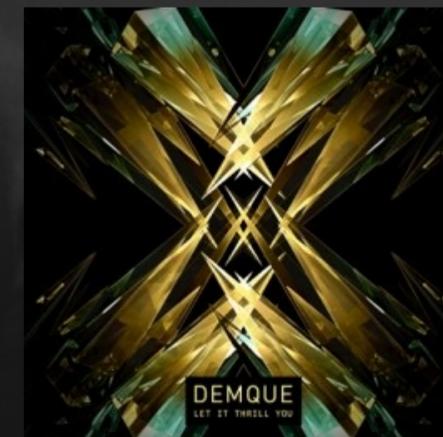
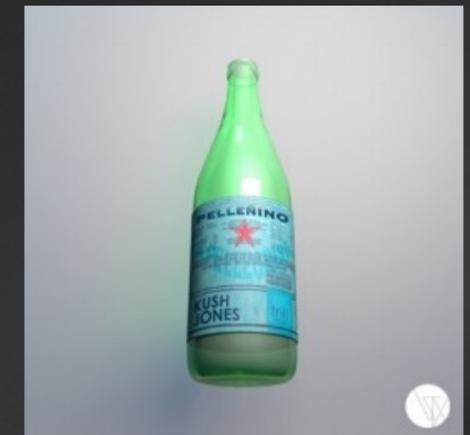
ALBUM ARTWORK

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.

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

Your art may be re-designed if its not up to spec.
We may add our Symphonic branding to the cover.
(Helps promotional opportunities)



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 can 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)

NEXT STEPS

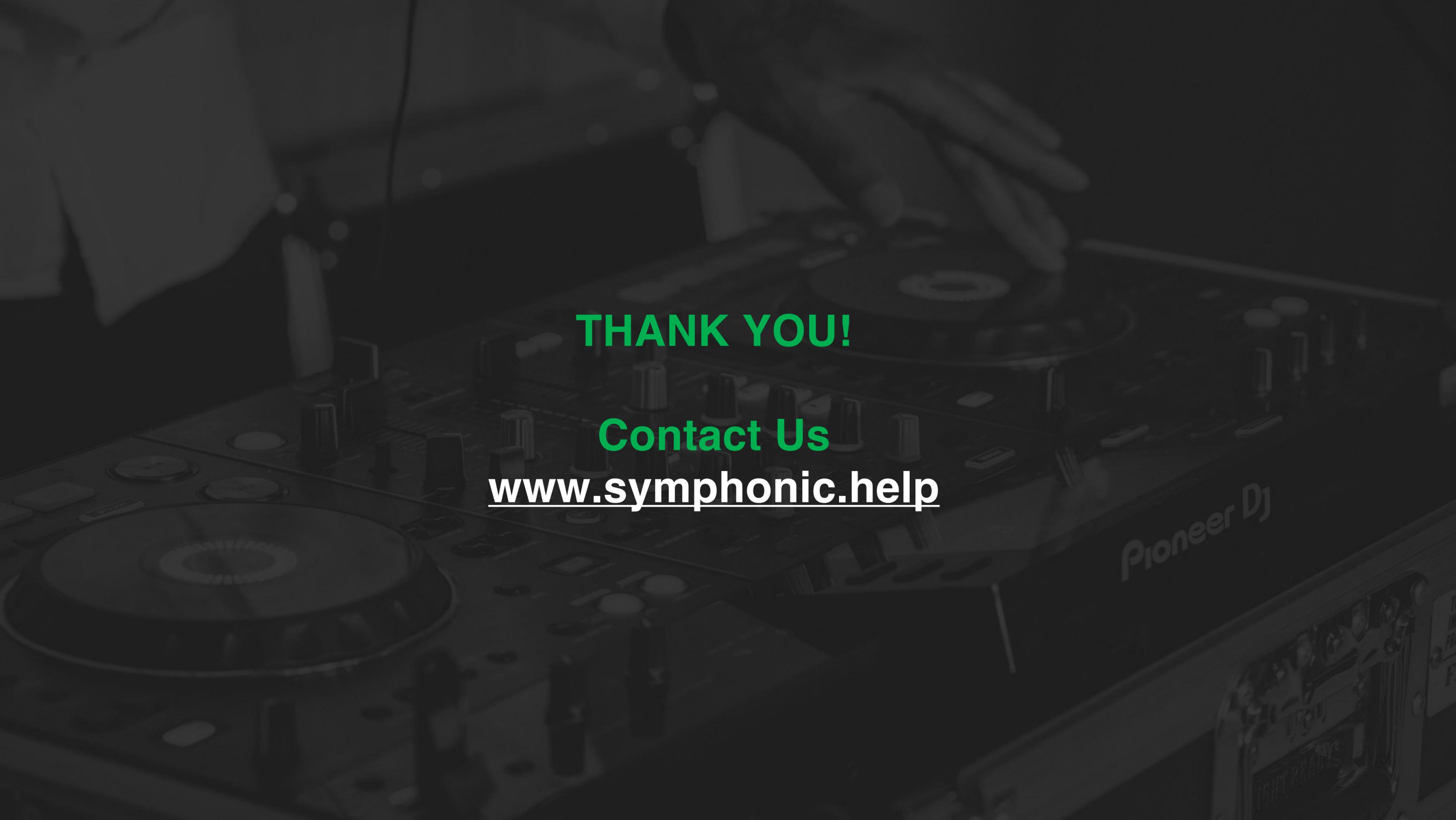
So, if you haven't created your pack, we hope that this helps! If you have, it's time for the next step, to let us hear it! See below for how to proceed.

APPLY / SUBMIT

You will be required to provide a pack that is already completed as well as a demo and each pack is subject to approval from our partners prior to us accepting. Once accepted, we will distribute your pack, set you up with a royalties account, and promote it on our brand socials!

Digital Service Providers we work with are Sounds.com, Producer Loops, Samplesound, ADSR and other emerging platforms that are interested in receiving our packs.

If your pack is ready, please send a message to support@symdistro.com for next steps.



THANK YOU!

Contact Us

www.symphonic.help