



DELIVERING MASTER AUDIO TRACKS FOR ROCK BAND NETWORK

All stems should be 16 bit, 44.1k .wav files. All stems should have the same start point. All should have any needed volume rides, panning and fx processing baked in. For mastering purposes, feel free to do any EQ, spatialization, and compression needed. If you are reducing the bit depth of your recording session from 24 bit to 16 bit, it's ok to add some compression in order to raise the signal level of quieter tracks, but please avoid the heavy-duty limiting that you might do on a final 2-trk master.

For the game, we prefer proper endings instead of fade-outs so for songs where the original mix faded out at the end. *So please don't fade out the stems.* Either let them play out 'til the end and we'll use what's on the tracks to create a proper ending if one doesn't exist, – or if preferred you can construct a proper ending.

Along with your stems, please send a **Lyric Sheet** in Microsoft Word or any other standard text file format.

It is vital that stems are delivered as specified, without any missing elements from the album mix, as these stems will be the basis for how your song sounds in Rock Band. If stems are not delivered as specified, we will request that any missing or improper stems be resent, which will delay the publishing of your song.

STEM LIST

In game stems: All stems should have the same start point and when played together they sound as close to the original mix as possible. Here are the stems we need for *Rock Band*:

1. Mono or stereo **Kick Drum** stem
2. Mono or stereo **Snare Drum** stem
3. Stereo **Drum Submix** stem – a submix of everything else in the kit besides Kick & Snare, including Hats, Cymbals, Toms, Overheads, Room, etc...

A note about drums: It's fully understood that when recording a real kit there will be bleed between the Kick, Snare and Drum Submix stems. That's acceptable. Try isolate them as much as is practical, without harming the overall sound. Additionally, if the Drums were recorded as a single stereo file or as 2 files, a kick drum and overhead mics, that is also acceptable.

4. Mono or stereo **Bass Guitar** stem
5. We prefer a stereo, compiled, playable guitar track if possible. If not, then a separate mono or stereo **Guitar** stem for each guitar part. If you don't do it then we will comp together a 'playable' guitar track and remix the remaining stems back into the backing tracks.
6. Mono or stereo **Lead Vocal** stem – a comp of the lead vocal track.

7. Mono or stereo **Background Vocals** stem - a comp of any bg vocals/harmonies, etc.
8. Stereo **Backing Tracks** stem – a submix of anything else in the song, not already broken out above: keyboards, percussion, accordian, etc...

OTHER STEMS FOR REFERENCE ONLY

These will NOT be played back in the game, but are for reference only.

1. Mono **Dry Vocal** stem for lipsync and phoneme detection. This should have *no FX processing* and whenever possible should be one single human voice at any one time (ie: try to avoid double-tracking or harmonies). We'll run this file through our analysis software and the cleaner/dryer it is, the better it works.
2. Stereo **CD reference mix** -if you used one as a reference when re-creating your stem mix.
3. Stereo **Full Mix of the stems**.

For additional questions, please contact:

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Thanks! And good luck.

- The Pyramind Studios Team