DELIVERING MASTER AUDIO TRACKS FOR *ROCK BAND NETWORK*

The stems should have all the mix, pan and processing already baked into them so when played together they sound like the final mix. All stems should have the same start and end points. 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
all files 16/44.1khz wav format
DRUMS
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.

BASS STEM
MONO or STEREO

GUITAR STEM
Only 1 STEREO stem is used for the PLAYABLE guitar part in Rock Band.
If you have more than 1 guitar part in your song, you need to comp the coolest parts together into a single STEREO guitar stem.
Submix all the other guitar parts into the BACKING TRKS Stem.

KEYBOARD STEM
STEREO. You can be creative here - any instrument part that can be reasonably substituted with Keyboards can be authored as a Keyboard part. (example: strings, sound effects etc...)

LEAD VOCAL STEM
STEREO
also: **LEAD VOCAL** -as MONO, DRY-UN EFFECTED 16KHZ MONO (drives the vocal scoring and lip sync automation). 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). RBN will

run this file through analysis software and the cleaner/dryer it is, the better it works.

VOCAL HARMONIES STEMS
Rock Band 3 allows up to 3 vocal Harmonies in addition to the main Lead Vocal. You may author any combination of Vocal Harmonies.
No Harmony Authoring
1 Part Harmony Authoring
2 Part Harmony Authoring
3 Part Harmony Authoring
You should have a separate **STEREO Vocal Harmony Stem** for each Vocal Harmony track you intend to author. RBN strongly recommends to author harmonies if it takes place in the song. Any Backing vocals you do not wish to author as Harmonies can be bounced into the Stereo BACKING TRACKS STEM.

BACKING TRACKS STEM
STEREO
All other instruments not represented by a Rock Band Instrument should be bounced into a Stereo SubMix called BACKING TRKS.stem **–** a submix of anything else in the song, not already broken out above: keyboards, percussion, accordion, vocal parts, additional guitars, sfx etc... all that you do not intend to author.

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.
2. Mono **Dry Vocal Harmony** stem for each harmony for lipsync and phoneme detection.
3. Stereo **CD reference mix** 16/44.1khz wav format-if you used one as a reference when re-creating your stem mix.
4. Stereo **Full Mix of the stems** 16/44.1khz wav format.
5. **Lyric Sheet for Lead and Harmony Vocals (if they are different)** in Microsoft Word or any other standard text file format.
6. Exact or approximate tempo BPM.

NOTE
Please use ZIP,RAR or Archive for uploading.

NOTE
If, for any reason you cannot provide or create the above required stem files, you may send your multi track to Key Sound Records with your additional Stereo **CD reference mix** 16/44.1khz wav format. We will try to do our best to recreate RBN stem files from your multi tracks in our recording facility. Additional charges will be applied upon customer agreement.

NOTE
Explicit/Inappropriate language in your song has to be either deleted or edited. If your track is not suitable for mainstream radio, it is not suitable for Rock Band. Rock Band is a Teen-rated game. Explicit lyrics and mature subject matter are prohibited. This may include, but is not limited to, drug use, sex, and violence. So, another words make your song listener friendly.

NOTE

Key Sound Records reserves the right to evaluate all submissions and reject content that is not appropriate or possible to be authored for RBN. In that case you may choose another company for authoring process. We would like to make the best and most fun to play product for the game.