

SAMPLE PACK
CREATION GUIDE



This guide is intended to walk you through the process of properly formatting, assembling, and delivering the various styles of Sample Packs that Symphonic distributes to Beatport Sounds. It is crucial you follow these guidelines, as Beatport is particular and selective about only accepting high quality 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.**

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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

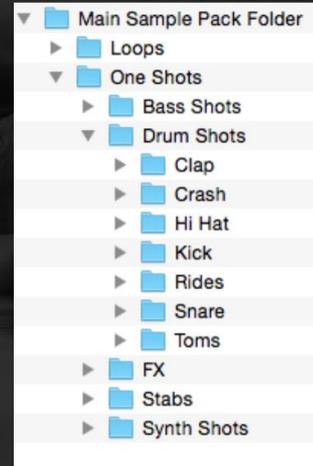
BPM Only

 SnareLoop01_140.wav

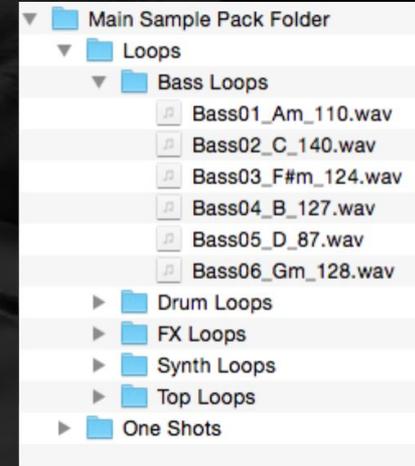
Formatting and Organization

- **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

One Shot Folder



Loop Folder



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.
 - Geometric patterns work very well!
- **Requirements**
 - Main Artwork/Packshot: (1400x1400 minimum; jpg)



Demo

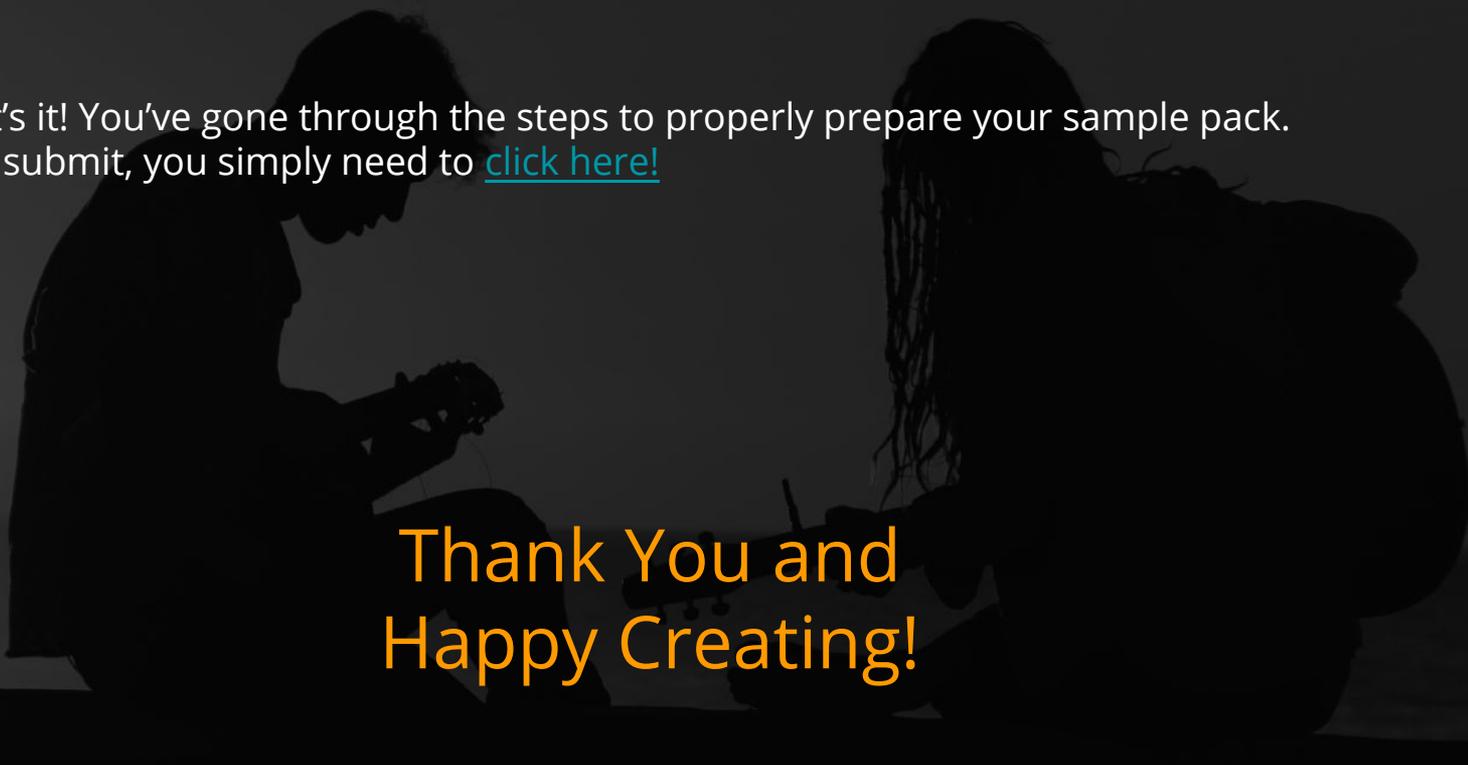
The art catches the customer's eye, but the demo(s) are what really drives the package home. Showcasing your samples and how they fit into the mix will often be the deciding factor of whether or not a sale is converted.

- **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.
 - Must be at least 2 minutes or longer (no longer than 3:30)

Conclusion

And that's it! You've gone through the steps to properly prepare your sample pack. In order submit, you simply need to [click here!](#)

Thank You and
Happy Creating!

The background of the slide features a dark, low-key photograph showing the silhouettes of two individuals sitting on the floor. The person on the left is leaning forward, focused on a small object in their hands, possibly a piece of art or a craft. The person on the right is also leaning forward, with their hands positioned as if they are working on a project. The overall mood is one of quiet concentration and creative activity.