

Symphony of Specters

Brochure

2014



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This brochure contains detailed informations for all Symphony of Specters services. If you want this brochure with our rates included, please contact us directly under info@symphonyofspecters.com.

Overview - Who we are

Symphony of Specters (SoS) is an award winning company striving to provide excellent and varied material covering a wide range of styles for all audio needs in many mediums.

From games, movies, animations, portfolios, websites, podcasts, tv, radio and many more.

Our team of seasoned composers and musicians are all well versed in their art and we take great pride in the work we do.

Some clients we already had the pleasure working with:



The Coca-Cola Company is an American multinational non-alcoholic beverage corporation best known for its flagship product Coca-Cola.



The Walt Disney Company is the largest media conglomerate in the world. While well known for films, the company also has a branch for games.



Newgrounds is an American entertainment and social media website. It is furthermore the oldest Flash portal website on the web!



Tribal Crossing is a social gaming company focused on connecting friends in novel ways. The company is focused on building creative games.



Nickelodeon "The First Kids' Network" or simply Nick, is an American cable channel primarily aimed at children.



Marvel Entertainment, is an American entertainment company best know for super hero comics and film adaption of these heroes.



Warner Bros. Entertainment, Inc., also known as Warner Bros. Pictures or simply Warner Bros. is an American producer of film, television and music entertainment.



Chevrolet, also known as Chevy, is an American brand of vehicle produced by General Motors (GM).

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Audio from the Symphony

Affordable, flexible and fair priced

We're here - to help!

1.0 - Music

Music plays a critical role for any serious project, out to bring their audience to a higher state of entertainment. In this cut throat market, music can make or break a project as well as let the audience member take something away with them from the experience building memorability and emphasises loyalty to a brand or product.

That said, we can write custom music under two different types of licenses:

- **Exclusive:** The music in question is written *exclusively* for the project, it is often a favored agreement to sell the soundtrack under this license and share revenue with us for a reduced price.

- **Non-Exclusive:** Our crowd pleaser license and what sets us apart from many other custom audio services. We retain all the rights to the music - however the music can be used **freely** in the project itself as often as one sees fit.

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Special fee regarding complex orchestral works: There are certain types of music which we have recognized as extra challenging or time consuming that we make note of. Works like heavily symphonic and complex orchestral music for example is one such type which forces us to charge additional fees. We will tell beforehand if a request fits into the mentioned criteria.

Music Policy: Every song agreed upon is given 3 revisions, a redo, with infinite minor modifications. Minor edits are things like lowering the volume, changing an instrument (not melody, literally just an instrument), and such. Changing the melody is considered a major edit since harmonically it would require us to recreate a large portion of the song. After the 3 revisions are used up and if additional major changes are asked, we must charge for another song where the 3 revisions are once again made available.

1.1 - Sound Design

That killer soundtrack needs to have that extra “oomph” to truly make it unforgettable! The right sounds create the right Feng shui if you will and brings it all together.

Where sounds are involved we are no strangers. Capable of producing powerful booms, sharp zips and stings, clashes, whatever your needs are – we’ve got them covered within two license types:

- **Exclusive:** The sound effects in question are made *exclusively* for the project.

- **Non-Exclusive:** Our crowd pleaser license and what sets us apart from many other custom audio services. We retain all the rights to the sound effects - however the sound effects can be used **freely** in the project itself as often as one sees fit.

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- Some sounds are more difficult to tackle than others. Simply send us an asset list and we’ll give a more appropriate quote for a final price within 24 hours!
- If the project requires more than **30 sound effects**, we can even offer an individualized **discount**.

- **Special pricing regarding ambient works:** Ambient works, for example, different wind sounds looping for two minutes or more as a background track are hard to tackle (creating good loop points) and therefore set different in price. We will tell beforehand if a request fits into the mentioned criteria.

1.2 - Voice Acting

The human voice is a terrific tool to use on any type of production. The ability to convey emotion through the nuances of the voice are unlike anything else and coupled with the right atmosphere can be a formidable ally to your projects.

We at the Symphony have a large roster of proven and effective voice actors to help out at any time. Demo reels can be provided of appropriate candidates after careful consideration of your project's needs has been taken underway.

- **Clean mix:** The clean mix includes the full treatment for a voice actors recording. It contains the recording itself, plus mixing, editing, cleaning and even vocal effects (if favored).

- **Raw mix:** The raw mix is just as the name implies the raw recording of the voice actor without any additional mixing or cleaning.

1.3 - Retainer Contract

Sometimes the project takes a turn. An unexpected, but necessary turn which throws hard plans out the window. Rather than try to make existing assets fit the new plan our partners need us in a state at ready where we can create content as needed. Since it's impossible to know what type of work and how much exactly is needed ahead of time we have devised the Retainer Contract.

"Retainer Contract" means you are hiring the SoS team full time to suit your needs as they arise. The contracts last generally one month and can be extended however long the project requires. During these periods you will have full unrestricted access to our talent pool without further costs*.

** All services that can be handled **within** the Symphony of Specters team will incur no further costs. Hiring third party talent will not be covered under this contract.*

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Contact us directly for more information regarding this offer, as different services will cost different amounts on a month to month basis.

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1.4 - Student and Educational Discount

"Creativity costs nothing, assets to express it does."

Symphony of Specters

We've been there, done that. We, like many others know the hardships of starting out. And while we are constantly improving our quality to ensure the best audio experience for our clients for an adequate price, we have not forgotten where we came from.

So with this option, we are giving students the possibility getting high quality audio for a much lower price than it would normally cost having it custom crafted.

This offer is exclusive for **students** and can only be granted under these circumstances:

For **custom music**, only the **non-exclusive** license is available (with a **50%** discount):

- **Non-Exclusive:** We retain all the rights to the music - however the music can be used **freely** in the project itself as often as one sees fit.

For **custom SFX**, only the **non-exclusive** license is available (with a **25%** discount):

- **Non-Exclusive:** We retain all the rights to the sound effects - however the sound effects can be used **freely** in the project itself as often as one sees fit.

+++ Verification +++

Before this offer is granted, verification must be presented. Therefore, we require a scanned **AND** accredited copy of an acceptance letter from the school/university or course one has written himself into.

1.5 - Relicensing for Ports or Sequels

Some of our partners want to take their projects to different markets or expand with sequels. This is great as it opens up several doors to further increase revenue!

There is a small relicensing fee associated with re-using the audio we created for the original project that goes into effect when the project is continued with a sequel or ported to another platform.

Our relicensing fee is **50%** of the total cost associated with the project.

Model calculation:

If the full package for the project was \$1000, the relicensing fee for all the materials would be **\$500**. We can also break apart individual songs or sound effects if that is desired.

1.6 - Stock Music and Sounds

Sometimes our clients don't want something custom or specialized but something that gives their projects the feel they want without having to spill lots of precious funds into getting it.

We at the Symphony license our existing audio and sound effects for a fraction of the price it would cost to have it custom crafted. And with our already adequate rates that's saying a mouthful.

We actively license most of our audio at [GameAudioHub](#) since 2013.

Feel free to visit our profile and hear our massive and steadily growing portfolio!

We also actively license our material on [AudioJungle](#) since 2010.

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- In order to use our royalty free music for a commercial project an **extended license** must be purchased on AudioJungle!

1.7 - Terms of Payment

While we give our best to make our payment models as fair and flexible as possible, some standards must be adhered to ensure a fair association for both sides.

We accept money from:

- Paypal (www.paypal.com)
- Skrill/ Moneybookers (www.moneybookers.com)
- Wire Transfers (Details will be sent through first invoice)
- Checks (Have to be cashed first before we can begin!)

If nothing else is agreed upon, **50%** of the total audio costs must be paid up front. The remaining balance can be paid up to **14 days** after the final revised versions of the audio in question and final invoice have been sent. Our invoices can also be generated through paypal or skrill/moneybookers if favored.

Model calculation:

Total audio costs:	\$500.00 USD	
Deposit up front:	\$250.00 USD	(50% of the total audio costs)
Final payment:	\$250.00 USD	(up to 14 days after final audio & invoice have been sent)

1.8 - Client Services and social sites

We're here - to help!

Selcuk Bor | Managing Director/ Composer
Email: selcuk@symphonyofspecters.com

Matt Wiesen | General Manager / Composer
Email: matt@symphonyofspecters.com

Charles Evans | Director of Music
Email: charles@symphonyofspecters.com

Zach Striefel | Assist. Manager / Sound Design Director
Email: zach@symphonyofspecters.com

Nick Perrin | Composer
Email: nick@symphonyofspecters.com

+++ Feel free to visit our social sites +++



www.symphonyofspecters.com

