



Retro City Rampage Chiptune Frenzy!

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Creamer & Brian
Provinciano

CASCADE BALLROOM



ART

THU 8/30 1:30PM - 2:30PM



Retro City Rampage by Vblank Entertainment

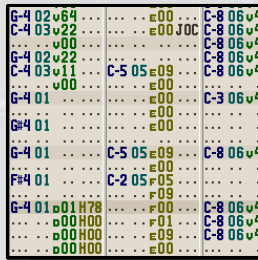


- Trailer video - <http://RetroCityRampage.com/videos.php>



*virt,
Freaky DNA
&
Norrin Radd*

Released:
Feb 22, 2012



MOD VS. DAW



- MOD

- Accurate
- Small file size
- Easy to sound “MIDlish”
- Free
- Cross-platform
- Retro appeal
- Sample-based
- Flexible playback tempo

- DAW

- Easy to understand
- Customer support
- Sound quality
- Professional cred
- Conventional notation
- Piano-roll notation
- Stream/MIDI based
- Built-in DSP FX

What makes a good chiptune ?

#38	Channel 1	Channel 2	Channel 3	Channel 4
00	G-3 02 v32 ...	C-5 01 v50 ...	C-2 15 ...	C-6 25 ...
01	D#3 04 v32 SD1	... v52 SC2	...
02	C-3 06 v32 SD2	... v54 ...	C-2 15 ...	C-5 29 v30
03 v56 S00	...
04	G-3 02 v32 v58 H00	C-2 15 ...	C-6 24 ...
05	D#3 04 v32 SD1	... v60 H00	... S00	...
06	C-3 06 v32 SD2	G-4 01 ...	C#2 15 ...	C-6 25 ...
07 S00	...
08	G-3 04 v32 ...	D#4 01 ...	C-2 15 ...	C-5 29 ...
09	D#3 02 v32 SD1 S00	...
0A	C-3 04 v32 SD2	C-4 01 ...	C-2 15 ...	C-6 24 ...
0B S00	...
0C	G-3 06 v32 ...	D#4 01 ...	C-2 15 ...	C-6 25 ...
0D	D#3 02 v32 SD1 S00	...
0E	C-3 04 v32 SD2	G-4 01 ... SD2	C-2 15 ...	C-5 29 v30
0F S00	...
10	D#3 06 v32 ...	G#4 01 v64 ...	C-2 15 ...	C-6 24 ...
11	F-3 02 v32 SD1 S00	...
12	C-3 02 v32 SD2	...	D-2 15 ...	C-5 29 v40
13 S00	...
14	D#3 06 v32	D-2 15 ...	C-6 25 ...
15	F-3 02 v32 SD1 S00	...
16	C-3 04 v32 SD2	G-4 01 ...	D#2 15 ...	C-6 24 ...
17	...	G#4 01 S00	...
18	G-3 02 v32 ...	G-4 01 ...	D#2 15 ...	C-5 29 ...
19	D-3 04 v32 SD1 S00	...
1A	B-2 06 v32 SD2	... F08	D-2 15 ...	C-5 29 v40
1B E00	... S00	...
1C	G-3 04 v32 H6F	D-2 15 ...	C-6 24 ...
1D	D-3 06 v32 SD1	... H00	... S00	...
1E	B-2 02 v32 SD2	... E10	F-2 15 ...	C-5 29 v30
1F S00	...
20	C-3 02 v32 ...	D#4 01 v64 ...	D#2 15 ...	C-6 25 ...
21	G-2 04 v32 SD1 SC2	...
22	C-3 06 v32 SD2	G-3 01 v64 ...	D#2 15 ...	C-6 24 ...
23 S00	...
24	G-3 02 v32 ...	D#4 01 v64 ...	D#2 15 ...	C-6 25 ...
25	D#3 02 v32 SD1 S00	...
26	C-3 04 v32 SD2	G-4 01 v64 ...	D#2 15 ...	C-6 24 ...
27 S00	...
28	C-4 06 v32 ...	C-5 01 v64 ...	D#2 15 ...	C-5 29 ...
29	G-3 04 v32 SD1 S00	...
2A	D#3 02 v32 SD1	D#4 01 v64 ...	C-2 15
2B S00	...
2C	C-4 04 v32 ...	G-4 01 v64 ...	D#2 15 ...	C-6 25 ...
2D	G-3 06 v32 SD1 S00	...
2E	D#3 02 v32 SD2	C-5 01 v64 ...	G-2 15 ...	C-5 29 v20
2F S00	...

- Fits the purpose that it was made for
- Not overly repetitive
- Goes beyond the technical aspects and is just a good song
- Something you want to show your friends and family
- Stretch your skills as a composer

How to learn to chiptune



- Download OpenMPT, look through the example songs and read the very detailed online help files
- Read the OpenMPT Offline Help Manual (MPT OHM) .pdf (currently nearly 200 pages):
<http://modplug.sourceforge.net/ohm/OHM%201.19.1.pdf>
- Join <http://ChipMusic.org> and read the forums
- Listen to Kohina.com and other online stations to hear chiptunes



MOD File Archives

#15	Channel 1	Channel 2	Channel 3	Channel 4	Channel 5
4E	...	H8F	F-3 01 v44	B-3 15	...
4F	...	H00	==	S00	C-5 22
50	...	H00	C-4 01 v44	F-4 15	G-5 24 v20
51	...	H00	==	S00	C-5 22
52	...	H00	C-4 01 v44	F-4 15	C-5 22
53	...	H00	==	S00	C-5 22
54	A#5 01	A#3 01 v44	D#4 15	A-5 24 v40	D-5 22
55	...	C#4 01 v44	F#4 15	S00	C-5 22
56	C-6 01	C#4 01 v44	F#4 15	S00	C-5 22
57	...	F#5 01	F-4 15	G-5 24 v20	C-5 22
58	...	A#3 01 v44	D#4 15	S00	C-5 22
5A	F-5 01	A#3 01 v44	D#4 15	S00	C-5 22
5B	...	G-3 01 v44	C-4 15	A-5 24 v47	D-5 22
5C	D#5 01	G-3 01 v44	C-4 15	S00	A-5 23 SD1
5D	...	F-3 01 v44	A#3 15	S00	E-5 23 SD2
5E	C-5 01	F-3 01 v44	A#3 15	S00	C-5 22
5F	...	G-3 01 v44	C-4 16	S00	C-5 22
60	G-5 01	G-3 01 v44	C-4 16	C-5 24 v40	D-5 22
61	...	F-3 01 v44 SD1	A#3 16	SD1	C-5 22 SD1
62	D#5 01	G-3 01 v44 SD2	C-4 16	SD2	C-5 22 SD1
63	...	A#3 01 v44	D#4 15	SC2	C-5 22
64	...	A#3 01 v44	D#4 15	A-5 24 v40	D-5 22
65	C-5 01	SD1	C-5 22 SD1
66	C-5 22 SD1
67	...	C-4 01 v44	C-4 16	C-5 24 v40	C-5 22
68	F-5 01	A#3 01 v44 SD1	A#3 16	SD1	C-5 22 SD1
69	C-5 01	C-4 01 v44 SD2	C-4 16	SD2	C-5 22 SD2
6A	SC2	C-5 22
6B	A-5 24 v40	D-5 22
6C	D#5 01	A#3 01 v44	D#4 15	A-5 24 v40	D-5 22
6D	...	F 10	C-5 22
6E	C-5 22
6F	C-5 22
70	D#5 01	C-5 03 v30 JCD	C-4 15	G-5 24 v40	D-5 22 SD1
71	S00	D-5 22 SD1
72	...	C-6 03 v30 J00	C-5 15	G-5 24 v30 SD2	C-5 22 SD2
73	S00	C-5 22
74	...	H8F	C-5 03 v30 J00	C-4 15	C-5 22
75	...	H00	...	S00	G-5 24 v40 SD1
76	...	H00	A#5 03 v30 J00	A#4 15	C-6 23 SD1
77	...	H00	...	S00	C-6 23 SD2
78	...	H00	C-5 03 v30 J00	C-4 15	G-5 24 v30
79	...	H00	...	S00	F-5 23
7A	...	H00	A-5 03 v30 J00	A-4 15	A-5 24 v40 SD2
7B	...	E 10	...	S00	A-5 23 SD1
7C	...	E00	C-4 03 v30 J00	C-4 15	A-5 23 SD2
7D	...	E00	...	S00	A-5 23 SD1
7E	...	E00	A#5 03 v30 J00	A#4 15	D-5 23 SD1
7F	...	E00	...	S00	D-5 23 SD2

- There are many mod files around for download at <http://modarchive.org/> and other sites

Download Source Code for OpenMPT

- You can download the tarball and compile directly under VS 2008 or 2010:
http://wiki.openmpt.org/Development:_Compiling_the_code
- Source code is easy to review
- You can use **FMOD** to play back mod files as well



How to make a vinyl record?



- Use [Kickstarter](#) or presale via [Bandcamp](#) to get capital
- Get help with the design & art
- Master your music
- Review the music repeatedly and show to friends
- Figure out shipping, duty and other total costs

Vinyl Cost Production



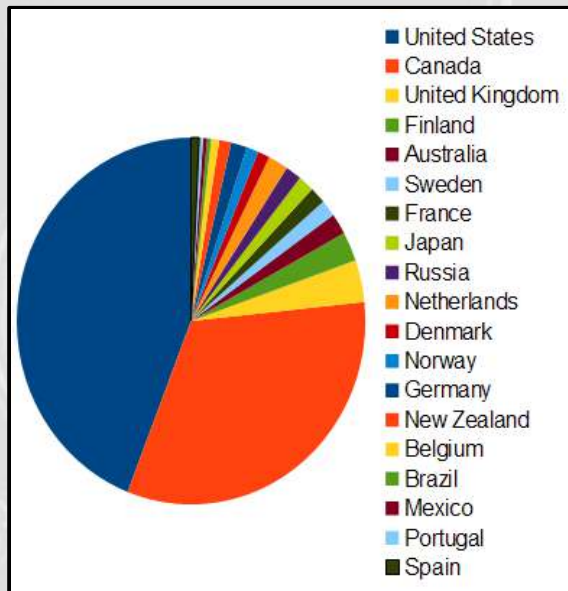
- 180 gram audiophile-quality colour vinyl from [RecordPressing.com](https://www.recordpressing.com) was ~\$3500CAD for 500 units
- Can select colours within total
- Full colour jacket offset print, plastic dust cover, 3 colour labels
- Ships from LA or SF

Vinyl Cost Breakdown

- 60% Vinyl Manufacturing
- 20% Shipping boxes (!)
- 5% Shipping units from factory + duty
- 5% Stickers, posters, fragile labels
- 5% Soundcloud, CD Baby, Tunecore
- 5% Other overhead (tape, printing..)
- 0% Web coding, layout, photos, marketing etc..



Breakdown of vinyl purchasers by country



- Basically sales broke down to USA, Canada and then the rest of the world in thirds
- As a reference, we did 5x vinyl sales vs. digital

Software Used



- Mastered using **Wavelab** (\$600)
- **Gimp** was used for most of the raster graphics for layout
- **Inkscape** was used to create the vector graphics for label
- **Scribus** was used for creating CMYK for CD sleeve layout
- **Libre Office** used for all spreadsheets and other documents
- **OpenMPT** used to make all the songs



Fees

15% **Bandcamp** (10% physical)

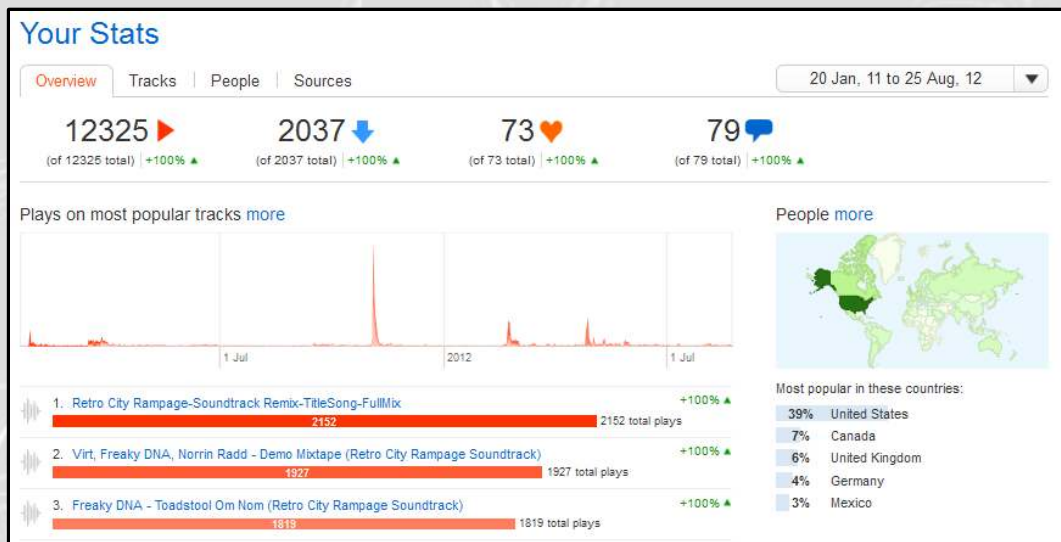
5% **Paypal**

Shipping cost – be very careful!

- Approximately \$10 to ship vinyl worldwide from Canada

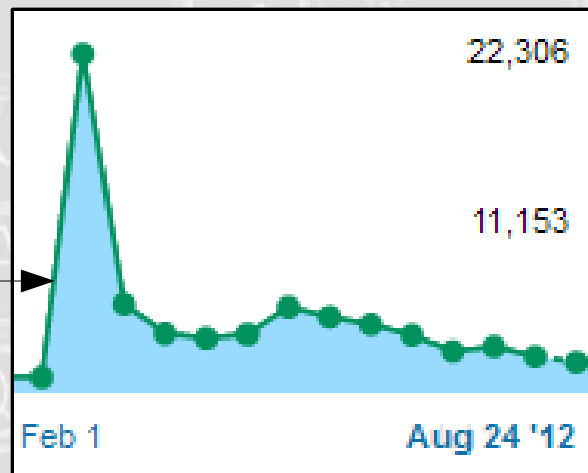
- Less than \$5 to ship a CD (no jewel case, just sleeve)

SoundCloud Plays



- Big bump in the middle is the remix competition (early 2012), then launch (Feb 2012) and then sale (May 2012)

Bandcamp Plays



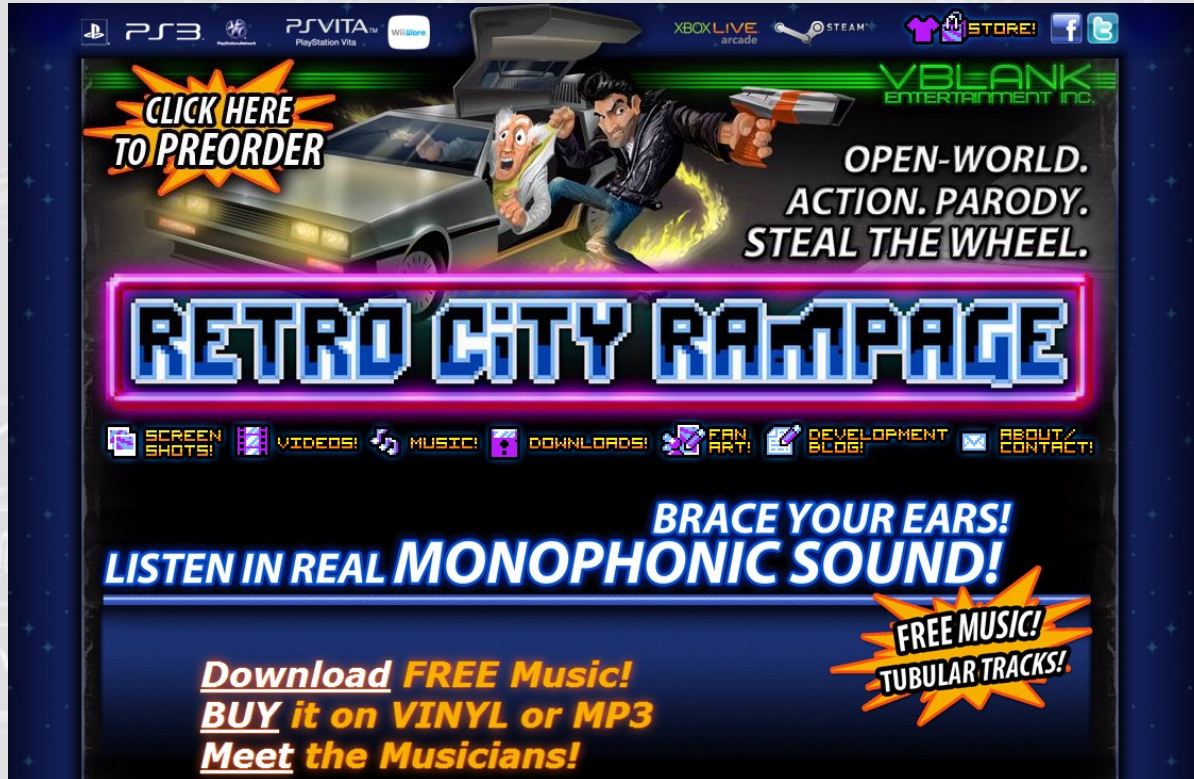
- Strong opening number of plays – peak 20K - 60K total
- Sales is the same with a bump in May during a 50% sale



Q & A

- Any questions...?

Visit us online for more info and music..!



The banner features a central illustration of a man in a black jacket and blue jeans driving a silver car, with a man in a white shirt and green vest sitting in the passenger seat. The man in the jacket is holding a gun. The background is dark with green and yellow light effects. The text is in various fonts and colors, including blue, white, and orange.

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