

CUSTOMSFORGE'S

MONTHLY NEWSLETTER

Issue #6

ABOUT US

CustomsForge is a website created in 2014 by the Rocksmith community to make their own songs, communicate more easily and enjoy the game all together

Currently we are approaching more than 35,000 charts made by the community, and have more than 250,000 members.

We welcome thousands more each month

WELCOME

Welcome to CustomsForge's monthly newsletter, where you can find the latest news about CF and Rocksmith 2014 Remastered.

April fools

Surprise! Were you expecting another serious list with an intricate article about the origins and characteristics of a musical genre? Well, this might be different but it's as good as any of those things. After all, everyone likes humour and when you mix it with some great songs and some tight musicianship, you get this amazing cocktail of musical talent and funny lyrics.

Parody/Joke songs

"Weird Al" Yankovic – Eat It

"Weird Al" Yankovic – CNR

"Weird Al" Yankovic – Amish Paradise

Beatallica – I Want to Choke Your Band

The Lonely Island – Dick in a Box ft. Justin Timberlake

Alexander Pushnoy – Porushka Paranya

The Rutles – I Must Be In Love

Steel Panther – Sex and Candy

Steel Panther – The Ballad of Mona Lisa

Steel Panther – Supersonic Sex Machine

Red Plesen – Gitler Yugend Rock N Roll

Flight of the Conchords – Business Time

Flight of the Conchords – Hiphopotamus vs. Rhymenoceros

Cannabis Corpse – Chronolith

Tenacious D – The Metal

Tenacious D – Tribute

Tenacious D - Beelzeboss

Spinal Tap – Gimme Some Money

Spinal Tap – Big Bottom

Spinal Tap – Sex Farm



Rocksmith 2014 Remastered logo



"Mark with YouTuber FreddieW at MAGFest 2019"

"I wanted a site and project I could call my own, something I could step back and say: "wow, I did this, I made this happen", and CustomsForge became exactly that."

An interview with Unleashed2K

I remember when I joined CustomsForge's discord channel. To be fair, I wasn't that interested in it and most of the time I didn't even check the notification mark that appeared in Discord, but there were some questions that kept stuck in my head. Who moderates this? How do they do it? How does the website work? And the most important one: Who CREATED this? Some years passed and I joined CF's team and finally got the answers to all these questions. Today we are with the man who started it all.

Hello, I'm Mark, I'm a 30-year-old guy from Florida and I founded CustomsForge. I love heavy music, gaming with my friends and family, live shows, coding, and studying tech.

How did you get into Rocksmith?

Back around December of 2011, I was at Walmart doing some shopping, and as usual I wandered over into the electronics section. I'd been reading about Rocksmith quite a bit online, seeing good reviews, and being

someone who loves both gaming and guitar, it sparked my interest. It had a ton of music I was previously interested in to begin with. Once I'd checked out and reached my car, I was putting my bags in the back and decided hey, why not check my bank balance. So I ran back in and treated myself to an early Christmas present!

It's no surprise that most players joined when RS 2014 came out, but you are from the old school. How were the days before CF? Where there only a few customs?

I loved the songs they had in the game already, but I was curious to see if there was more out there. I went poking around online and found the site that existed before CF, called SmithyAnvil. There was a pre-existing, thriving modding community there, so I wasn't lacking in customs to download. There were a few things on the site I wanted to change, such as the look of it, turning it into less of a forum and more of a database. However, I was shot down when I asked about being a moderator.

Was it then when you decided to create CF?

I had my ideas for changes to make to SmithyAnvil. Eventually, SA started a 5-star rating system on all customs. It seemed like a good move but it was actually a terrible one - it discouraged users trying to make customs, thinking their customs "weren't good enough", when in reality people were voting based on music taste or feelings on the creator, rather than custom quality.

On the morning of February 17th 2014, I was alerted by some fellow users that SA was closing its doors. I reached out to a few people and in the early hours of the morning, I launched a temporary phpBB forum, and we

took votes on the name - which ultimately ended up being CustomsForge. SA users rapidly started to flock to the forum, where we met some of our future moderators, admins, and devs (hdsmbot, Teinashu, Luiza, Asmo... there are others but I'd be here all day naming them). Eventually, people started offering donations and that gave us the opportunity to upgrade to IPBoard, and from there my previous idea for a customs database came to be.

What do you think of this community? Has it allowed you to do something you otherwise couldn't?

This community, without a doubt, means the world to me. I've met CustomsForge users everywhere - one memorable experience being my pilot on a flight to DC one time seeing my guitar case and eventually finding out he was a CF user!

The one thing this community has allowed me to do is travel to MAGfest in National Harbor, MD every year. We host our own booth, people have come by telling me how much they love the site, some of them not even realizing who I was! Everyone I've met has been incredibly kind and it gives me the drive to keep going, to keep developing the site.

Sometimes the website doesn't reach its monthly donation goal. What happens then?

Staff always pays out of pocket when that happens, or for additional expenses, but it can get tight sometimes. We rely on donations to stay up and for development costs behind the scenes. Thank you guys so much though for keeping us up every month, it blows me away the kindness and generosity of this community.

What are your biggest musical influences?

More than anyone, Plini. I've seen him live 4 times and met him 3 of those times, and his guitar technique is out of this world. If anyone got me into wanting to play guitar though, it was Robin Finck of Nine Inch Nails. Nowadays, I'd have to say my other biggest influences would be Josh Homme, Adam Jones, Richard Kruspe, Tim Sköld, Aaron North, Buckethead, John Petrucci, and Joe Duplantier.

How does the CF's team work? And most importantly, how do you decide who becomes staff and who doesn't?

We have a team of 28 people, ranging from volunteer moderators, full time admins, developers and more that communicate behind the scenes. We always handle things as a group though, be it community reports, support requests, development, appearance - it's all a group effort.

As for the application process, we always look first to see what they can bring to the table. If they're applying to be a dev, we try and see what coding languages they know, their previous work, etc. For mods, we usually prefer people who have moderated communities and forums before. Admins are all former mods that I've built up trust with over time.

Knowing what you know now, would you do it all again?

Oh definitely! I've met so many incredible people, different types of players, young and old. I want this to be a community for a long time. I've devoted all my time to this site, and it's taught me so much - about running a community, I've honed my coding skills, and learned to work better with a team.

Time is running out but we have time for one last question. If you could say something to the whole RS community what would it be?

Thank you so much for using the site and letting me live out such a large scale dream project all these years. For years I wanted a site and project I could call my own, something I could step back and say "wow, I did this, I made this happen", and CustomsForge became exactly that. I know development slowed for a while, but myself and the CF team really can't wait to show you all the next version of search and all the upgrades we wanna do to the main forums.

You can find Unleashed2K at the following links below:

<http://patreon.com/customsforge>

<http://twitter.com/unleashed2k>

<http://instagram.com/unleashed2k>

<http://unleashed2k.com/>



CustomForge's profile picture in all social media accounts.

Meet us in:

Twitter: @CustomsForge

Facebook: CustomsForge

Reddit: r/CustomsForge

Patreon: CustomsForge

Discord: <http://discord.gg/CF>

Donate: <http://customsforge.com/donate>

Merch:

<http://bit.ly/MerchCF>



“We are looking for moderators and a server admin”

Website Updates

If you see a dead link, make sure to report it! Please remember that the website depends on donations so donate once in a while, any amount helps!

Moderators & Server Admin

We are looking for some moderators and a server admin, if you are suited for these positions then follow the link at the bottom of the page.

Staff updates

We don't have any right now but we have been busy, so stay tuned for what comes next!

SURVEY

What would you like to have in our newsletter? Give us some questions [here](#).

Thank you for reading CustomsForge's monthly newsletter. Keep on rockin'!



WANT TO JOIN? APPLY TODAY: <http://bit.ly/applytoCF>