

# CUSTOMSFORGE'S

## MONTHLY NEWSLETTER

Issue #8

### 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



Rocksmith 2014 Remastered logo

### WELCOME

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

### Videogames!

It's June and you know what that means! Summer, rock festivals and the E3! To commemorate such event we have made a videogame OSTs list for you to enjoy and remember the, a lot of times forgotten, great composers that work to give us the best music to accompany us in our endless adventures. From which games are they you ask? Well, there is only one way to find out...

### **Videogame songs**

ZUN – Scarlet Beyond a Crimson Dream  
 Junichi Masuda & Shinji Miyazaki – Johto Victory Battle Theme  
 Tsukasa Tawada – Friendly Battle  
 Masato Nakamura/Micke Gitarr– Green Hill Zone  
 BLANKFIELD – Schräge Musik  
 Hidehiro Funauchi – Ripe Seeds (Plant Castle)  
 Yuzo Koshiro & Motohiro Kawashima – Dreamer  
 Sonic Mania – Tabloid Jargon  
 Yuzo Koshiro – Dreaming (Ys I)  
 Toby Fox – Megalovania  
 Demetori – Megaman 3 Title Theme  
 Kenichi Matsubara – Bloody Tears  
 Shota Kageyama – Cerulean City Theme  
 Manami Kiyota & Yoko Shinomura – Engage the Enemy  
 Mario Kart Band – Big Blue  
 Family Jules – Beautiful Dead Guitar Cover  
 MYRONE – Clear Eyes Clear Skies  
 Transformers Devastation – Autobots Theme  
 Daisuke Ishiwatari – Big Blast Sonic  
 Masashi Hamauzu – Blinded by Light  
 Starcraft Band – Terran 3  
 Koji Kondo – Super Mario Bros Medley  
 Family Jules – Simple and Clean  
 Yoko Shinomura – Kairi  
 With Ether– Silent Hill Medley



SuperSonic's profile picture

## An interview with SuperSonic

**Those who have downloaded songs from the list above might have realised that most of them are made by the same man. Since I have wanted to interview a charter for some time this seemed like a great opportunity to have him on the studio. Everyone welcome SuperSonic!**

Hello, I'm SuperSonic. I go by many other aliases, but I prefer this one for CF only. I write music, make CDLC's. I also like to make artwork.

### **How did you get into Rocksmith?**

I got into Rocksmith when I was listening to rock music in my early days of college. I badly wanted to learn guitar to play some, what I thought at the time was, sick riffs. I stumbled across Rocksmith in my search for ways to learn guitar.

### **How and why did you become a charter?**

There's a lot of songs that are not in Rocksmith, so I decided to learn how to edit Guitar Pro files to make them myself. I started using MIDIs, existing Guitar Pro files, and recently, learning songs by ear. On top of that, I had to learn how the development process of a CDLC

*“Put a lot of effort into your work. You don't want it to be rushed. If you can edit the tabs, make tones for the arrangements, then it will turn out great”*

worked, which isn't complex to me now, but it was back then, and my first few CDLC sucked.

### **Is there a particular reason you make so much videogame charts?**

I have a love for video game soundtracks. Many of them have some interesting things to learn or something fun to play.

### **What are some unique challenges they present?**

In terms of learning them by ear (before charting), there isn't much. There is a challenge in hearing notes from other arrangements at times. I think back to two years ago where I was tabbing a cover of a song, can't remember which one was- and I loved this intro to the song, but I just couldn't figure it out because of the type of arrangement it was. I got it in the end, though. A clever technique I discovered recently for arrangements which go beyond the 24th fret, is to lower it by an octave and add a pinch harmonic. You can get some really high notes that way.

Development is reasonably easy since I have a lot of experience now making CDLCs. First I edit the tabs I have to make sure they are the best they can be and require less coming back to edit. Whether it's making it comfortable to play, or lowering the octave of a part of the tab (where it is lowered in the song itself) or adding the right dynamics, I do it. I always try to put time into making it as close to the original song as possible, I do this for every CDLC.

When it comes to playing them, there's sometimes a challenge. Songs always vary in difficulty but some are

just incredible. One of the hardest arrangements I struggled to play is the Bonus Lead for Another Medium by Toby Fox. Requirements: Tapping God.

**How do you get around designing tones?  
Considering a lot of the songs are 8-bit, it must be hard.**

I usually don't mess with tones much. I can't work with tones and I never could. I know the basic tones, like delay, echo, chorus, flanger, wah. But those bits on the Studio Rack and such, they just confuse me. I would make an 8 Bit sound if it was possible, and something I could do-. I feel quite ashamed about this part of making a CDLC. I just use the same distortion on nearly every song, unless it has an existing song or a tone from another related CDLC). Having said that, I have a ton of songs with the same tone so if any tone creator is interested in helping me make them better, feel free to send me a message.

**Are there any songs you would NOT chart?**

It depends. I usually only chart songs I want to learn, and sometimes chart songs that others request. It depends on whether I feel up to it as well. I have good and bad days.

**Any advice for new charters?**

Put a lot of effort into your work. CDLC's shouldn't be rushed. If you can edit the tabs, make tones for the arrangements, and test the CDLC, then it will turn out great. Testing is the most important part though. I have songs in my library which have the incorrect tunings or are not in sync with the song. To my knowledge, these CDLC's were never updated. It's also important to stay active on CF, so you can read feedback, take advice, give advice, help each other out basically. And update anything that needs updating. And don't be afraid to help others if you see them doing something wrong. I asked a few charters if I could fix some tabs for their CDLC, and they are fixed now. Another piece of advice is not to think of CDLC as some sort of competition. I don't care how many downloads my CDLC has. As long as it's making people happy and able to learn said song, it's a success.

**If you could say something to the whole RS community what would it be?**

Thanks for the support from everyone in the CF community. It's been a great experience. It makes me happy that others can learn from the stuff myself and others put out. And the fact so much time and effort went into it makes it more amazing. Also I appreciate the messages I get that thank me for tabbing some songs out for a band that doesn't have that many tabs for their songs, let alone a big following. It means a lot to me.

You can find SuperSonic at the following links below:

SuperSonic's YouTube Channel:

[https://www.youtube.com/channel/UCx7EGZD\\_izKzWP\\_kgveSMTQ](https://www.youtube.com/channel/UCx7EGZD_izKzWP_kgveSMTQ)

SuperSonic's devianart:

<https://www.deviantart.com/eeveeone>

SuperSonic's Ultimate Guitar:

<https://www.ultimate-guitar.com/u/TailsYellowfly>



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>



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***Charter's tip of the month:*** "Be patient, making a chart can take a lot of work. You are more prone to making mistakes when you try to rush it. Also keep testing the chart and ask others to test it for you and give feedback" -**Teinashu**

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### 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!

### PATREONS

An extra special shoutout to all of those who supports us with a couple bucks every month. You may not realize it but your kindness helps us more than you can imagine.

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

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