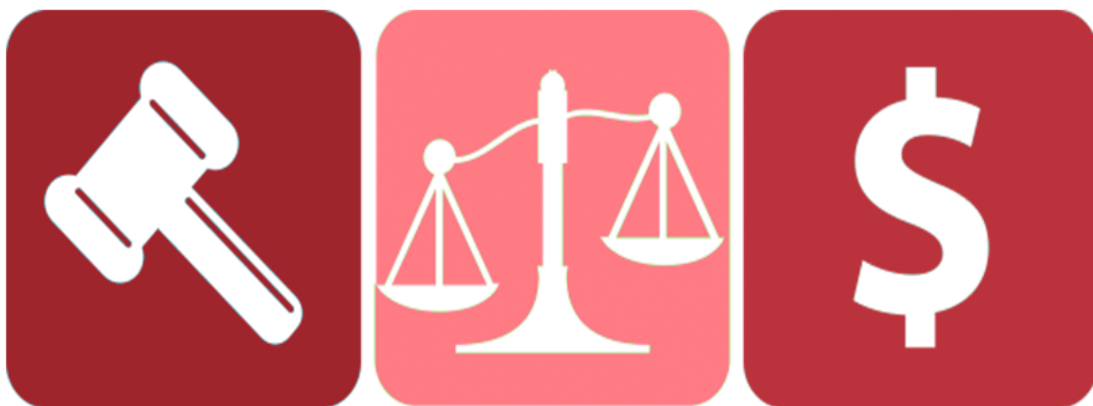


by MajorTom
easy money guide

Money SOUNDS

FIRE & FORGET!





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BUY OR SELL YOUR EARNING METHODS

This method requires \$0 to get started and \$0 to maintain. Be aware, it does require an investment of time and effort, but if you're creative and outsource parts of this method, you can minimize the amount of time you spend.

The beauty of this method is that it brings in an indefinite, constant income. A weeks worth of intensive effort can bring in money for months, even years to come.

Outline

There are a multitude of stock media websites on the internet which allow artists and content creators to sell their digital goods online. These sites take a cut of the profit from your file sales (usually 50%), which is fine, as the stock media site acts as our 'storefront', hosting our files, bringing in customers and advertising our files for free.

<https://audiojungle.net/>

With AudioJungle you have the possibility of becoming either an exclusive or non-exclusive contributor.

While the first ones can earn from 40-70% per credit, others earn only 25%.

However, another great thing about AudioJungle is the feature enabling you to get 30% of the first purchase or deposit made by people you refer.

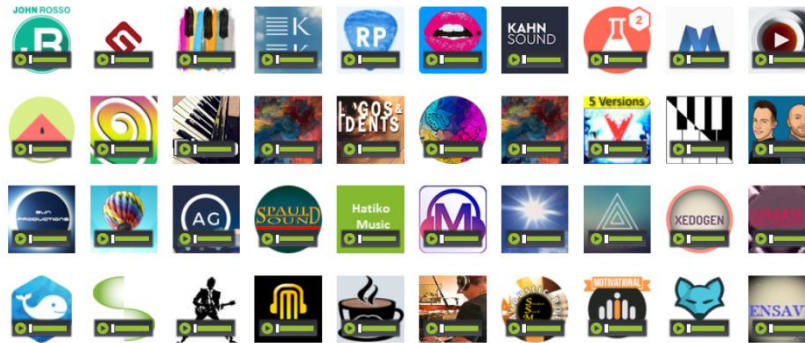


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Check out the newest audio and royalty free music from our community

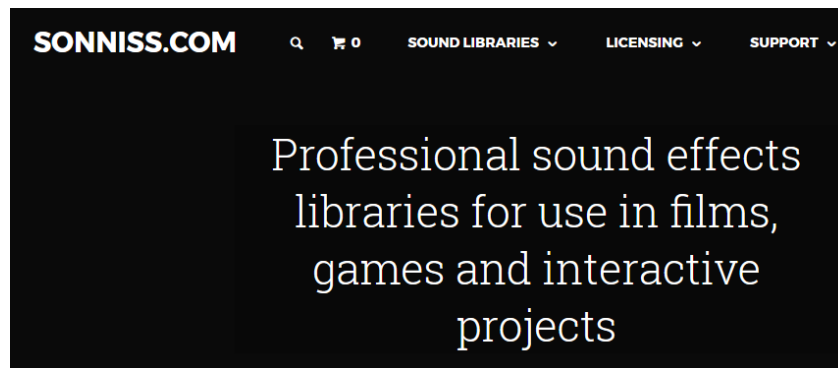
All categories Music Music Packs Music Kits Sound Source Files Logos & Idents



<http://www.sonniss.com/become-a-vendor/>

This is the absolute biggest site when it comes to sound effects.

You retain full-ownership of all your files (indefinitely), while earning 80% Commission for every sale you make. The neat thing about this site is that you get paid instantly after every sale.



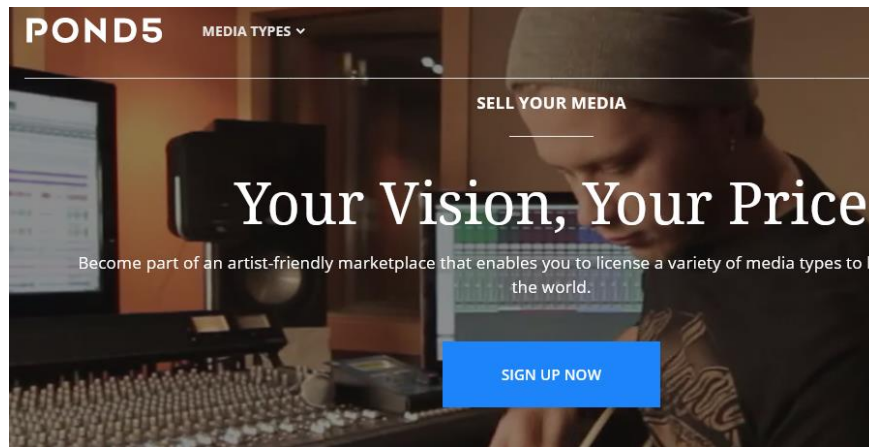
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<https://www.pond5.com/sell-stock-footage>

This site is a “Royalty-free footage, audio, images, and visual effects. All you need, all in one place” kind of site. Their Sound Effect market is very popular indeed.

The revenue is split 50/50 with you. You upload your work and they handle the rest, including hosting your files, processing orders and everything else.



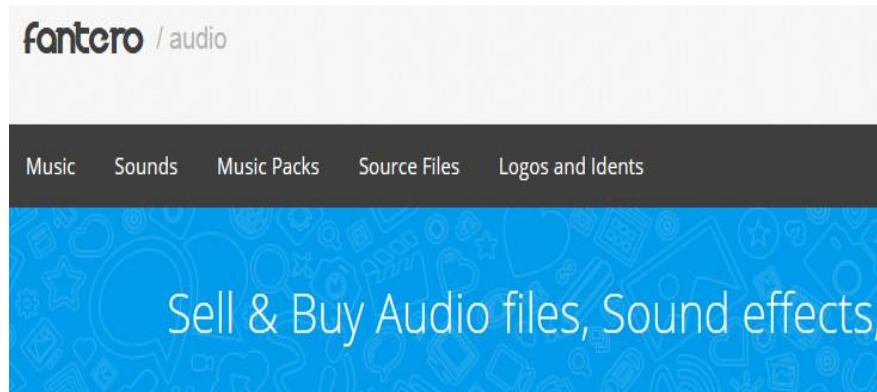
<https://www.fanero.com/audio>

Selling through Fanero brings you 50-70% per credit for every time one of your tracks is bought.



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The Method

Stock media. Specifically, selling sound effects through audiojungle.net (and similar stock media websites). In a nutshell, this method involves 'ripping' audio samples from existing content and selling it on. This method is versatile and adaptable to any stock media website. A simple google search with the term "sell sound effects online" will bring up a multitude of options for you to get started or simply use websites I've listed above. For the sake of the guide, we'll be utilising audiojungle.

Getting Started

1. Create an account at audiojungle
2. Confirm your account via the email link. Sign in to audiojungle, mouse over your username in the top right of the website and click on "become an author" at the bottom of the options.



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3. Choose the "Exclusive" membership. By selecting this membership, you get a higher payout per sale by agreeing that the content you're uploading & selling through audiojungle will only be submitted to audiojungle, and none of their competitors (ie. other stock media websites).

4. Download and install Audacity. Audacity is a freeware audio recorder & editor. Essential software for this method. Feel free to use your audio software of choice (I also recommend Goldwave), but again, for the sake of this guide, we'll work with Audacity.

5. Open Audacity and change your recording settings to "Stereo Mix" (see image link below for reference). This recording setting will capture audio directly from our sound card.

6. Mid-way Ramble

For this scenario, we're going to be building a collection of sound files with the game development industry in mind. What sort of sounds are sought after by game developers?

Well, pretty much anything! Smashing sounds (glass, wood, pottery), doors opening and closing, nature sounds, monster sounds, gunshots, robotics, animal noises, machinery, chimes etc. etc. etc.

As someone who utilises this method daily and makes repeated sales on a daily-basis; I'll give you a tip: Any sound effect can sell, no matter how obscure.



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7. Now, back to the guide. Let's head to youtube and search for "breaking pottery". If you're following the guide, we'll work with this video:



8. Pause the video before it starts and bring up Audacity. Go to 'File -> New' then hit Record (the big red button, of course). Now play the youtube video.

9. Audacity is now recording the audio directly as it is played from the video. You'll notice that the audio in this video is of fairly good quality. There's minimal background noise and the pottery breaking sounds are clear, crisp and undisturbed. This is the ideal sound base, as it requires minimal processing and cleaning. When the video has finished, go back into Audacity and hit stop (the big yellow square).



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10. We now have our base audio file ready to be tinkered with in Audacity. From here, we cut out the parts we don't need, clean up the parts we want to keep and then save our finished file(s). I'm not going to go into detail on how to use Audacity, that'd be a lengthy guide in itself. One of the main features you'll be using is Noise Removal, to reduce background noises. Refer to this guide for the basics:

https://manual.audacityteam.org/man/noise_reduction.html

Here's a .rar containing 4 sound effects I ripped from the video after cleaning up and separation. These are ready to be uploaded, tagged and sold:

<https://app.box.com/s/qlth0lnoz771922jqcgcx>

I would list these on Audiojungle for \$3 per sound effect.

11. When you have isolated, cleaned up and generally beautified the sound effect(s), save them via "File -> Export -> WAV (Microsoft) Signed 16 Bit PCM".

12. Go to audiojungle, mouse over your username, select 'Upload'. Choose 'Sound Effects' from the dropdown list and hit 'Next'.

13. This is the time consuming part. This is where we name, describe and tag our audio file(s) - and the best part - set our price. If you listened to the sample files I provided above, we're looking at a potential \$2-\$5 per file.



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Some stock media sites allow batch processing to speed up the file tagging process. Remember what I said about outsourcing to reduce the more tedious aspects of this method? I pay a filipina freelancer a modest amount to do the tagging for me.

Note: You can manage your file stats, finances, earnings and withdrawals by selecting 'Author Dashboard' under your Audiojungle profile.

14. Tag your file and hit upload. Rinse & repeat as desired, and wait for the sales to trickle, and eventually, stream in.

Tips

1. Be discreet. Don't rip easily recognisable audio samples. Source out videos with high quality audio and lower view counts.

2. Be creative. As I mentioned above; Everything and anything can be sold. I find that sounds associated with the RPG Genre of games, for example; spell sounds, choir chants, animal sounds, weapon effects (swords, bows, impacts etc.) do particularly well.

Summary

The beauty of this method is the "fire & forget" nature of it. If you can churn out 50 quality sound effects in a day, you're looking at approximately \$2.50 per file sold (after website commission) if your samples are of high enough quality to warrant a \$5 tag. I personally opt for \$3 per file and take a share of \$1.50 per sale.



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These files will be hosted as long as you don't delete them and as long as your stock media website of choice exists. They can be purchased unlimited times. If you hit a niche, or stumble upon the holy grail of audio samples, who knows how many repeat sales you can bring in.

The only limitation is your ability, creativity and effort. I have a collection of approximately 1800 audio sound effect files spread across various stock media sites. These pull in good money, all with zero effort other than the initial ripping, editing, uploading and tagging.

Some of the bigger names in the stock media market have 10,000 + sounds listed. These are the sorts of numbers you are aiming for.



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