

Audio Validation Rules for Digital Distribution

Standard Audio Products

Accepted:

File type: .wav, .aif, .aiff, .flac
Sample Rate: 44.1KHz, 48KHz, 88.2KHz, 96KHz
Bit Depth: 16 bit, 24 bit
Channels: Stereo or Mono

Audio resolutions exceeding 44.1KHz / 16 bit resolution, while acceptable for standard Audio products, will be automatically downsampled to 44.1KHz / 16 bit resolution prior to delivery. Because various downsampling methods can impact final sound quality in different ways, it is recommended that all downsampling to 44.1KHz / 16 bit be done during mastering or by the artist or label prior to upload.

Never upsample your masters in any way before uploading, and never convert .mp3 or any lossy format to lossless before upload. You must use the original lossless masters, preferably at 44.1KHz / 16 bit for standard Audio products.

High Resolution Audio Products

Accepted:

File type: .wav, .aif, .aiff, .flac
Sample Rate: 44.1KHz, 48KHz, 88.2KHz, 96KHz, 192KHz
Bit Depth: 24 bit
Channels: Stereo or Mono

Audio resolutions must exactly match the requirements above. HRA products exist to deliver the highest possible sound quality at a premium price so we require that all audio processing that can impact sound quality - like downsampling or dithering - be done prior to upload. We will never downsample OR upsample submitted high resolution audio.

Never upsample your masters in any way before uploading, and never convert .mp3 or any lossy format to lossless before upload. You must use the original lossless masters. Particularly for HRA products, it is recommended you use the original master sample rate and bit depth when possible.

Note: Choosing and submitting HRA products significantly impacts distribution of the product. The vast majority of music services only accept standard audio product types. By choosing HRA, you will be limiting the product to distribution to Apple Music, Amazon, Qobuz, HD Tracks and several other music services which can be found in Restrictions on an HRA product or Draft.