**Samplify**

*You know that new sound you’ve been looking for? Well listen to this!*

Samplify is one of the first file explorers directed specifically towards sample browsing. With its unique interface, users will be able to:

* Search for keywords and tags faster than Windows Explorer and with better results
* Directory Explorer to allow setting the scope of the search and the displayed samples
* Tag Sounds with User-Defined Tags
* Preview Sounds
  + From the sample’s beginning using left click at any position on the waveform
  + From any selected point using right click at the desired point on the waveform
* Randomize Search (Find something new)
* Easy to use User Interface, with customizability options
* Set cue points and try Kanye sampling (limited to one voice output at a time) [TO BE ADDED]
* VST Version with additional controls will be sold at a later date, with an upgrade option from old versions

**Next Steps:**

LICENSING NEEDS TO BE ADDRESSED!

I have put hundreds of hours of work into this project, and I want to help ensure users can purchase the program once, get two licenses, and have a offline mode that needs to be connected to the internet every two weeks. My fears of this is that I could lose the work I have put in by a simple fault and lack of security, so thus releasing betas for the program is the next step, but a hard one.

***NOTE: LOOKING FOR WEB PROGRAMMERS WHO CAN CREATE A SECURE USER DATABASE FOR HANDLING LICENSING WITH THE PROGRAM.***

***IF INTERESTED EMAIL JAKE@SAMPLIFY.APP***

**Who Am I?**

Hello,

I'm Jake.

I’m a junior at Champlain College for Game Programming, with a love for music and music production.

In my college path, I have been heavily focused in C++ and C# as those are the leading languages used in Game Development, so once I discovered JUCE I knew C++ was the way with this project.

While I do find myself very proud of my abilities in coding, and I have impressed myself with the speed of this app's development progress, I do not think it would have ever crossed my mind to make this application if I did not have a love for music production and the experience of annoyance in searching for new sounds when creating music.

I have been using Ableton Live since around 2016. I do it solely for the love of making new beats, and never had any high aspirations for commercial releases of my music, but the experience of using Ableton helped me identify many problems in the music production world that I thought I could fix with this app.

**Sources of Inspiration:**

Problem 1: Trying out many sounds is a real pain.

Solution: Quick previewing of sounds, almost instantaneous loading, previewing from the middle of a sample is also easier than ever.

Problem 2: Finding new sounds among the clutter is difficult

Solution: The Random Sorting option, allows finding new sounds you had no idea were even in your library.

Problem 4: Slow searching, and not finding many results

Solution: Adding a search option along with the directory explorer to set both the search key and the scope of the search.

Problem 5: I find a sound, but it's not for this project, and there is no way to tag it for later

Solution: Tag support, allow users to create custom tags that can be added to any sample

Problem 6: I want to add comments to tracks for later

Solution: Add a comment to any sample to remind yourself of your intentions when you actually are ready to use the sample.

And the list of problems I try to solve with this app increases as I develop, and more features are added. This is why I want to start a private beta with music producers ASAP, get real features they could find useful, and also discuss ideas I have and if they are worthwhile to pursue

Samplify has been my passion project for two summers straight, going through two separate iterations to ensure the app not only works, but works to my standards of quality, including error checking, minimal GUI hanging, and the most efficient loading and sorting. I never really had plans to release, but the app soon was working better than expected, and it become an active program I use while making music, and I hope others can find its use as well in their music making endeavors.

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