

Crowdsourcing Online "Big Band"

The finished album will also have the complete musical cues but you won't see any cues that you don't personally work on til the project is complete.

Everyone involved will have to download and install Monkey's Audio which compresses things to about 57% to 52% of their original size, depending upon what "speed" you set it at. It's lossless and it'll aid the upload/download times immeasurably.

<http://www.monkeysaudio.com/download.html>

Monkey's Audio

lossless wav compression to make the wavs smaller so it doesn't take forever to transfer files

<http://filezilla-project.org/>

Host = ftp.3amnoise.net

Username = guest@3amnoise.net

password = guest

ftp fileshare thingee to transfer files back and forth to me

all audio files will be in 16 bit/44.1 Hz format - if you're using a higher rate, don't dither them, and don't use compression of the like unless specified

think about what name and musical moniker you'd like to have in the credits and have it ready for me - they can be the same, if you desire; I don't use my real name but you might want to. Also, you'll need to provide your preferred email address for being contacted for this project. Finally, indicate what website of yours you want linked in the credits, as well as a short bio for the website if you'd like one included (e.g. Higgs Boson is a producer of electroacoustic music who lives in Korea or whatever).

Please keep a list of the signal chain used in making your cue, hardware and software. This can be as detailed as you'd like, and make a note of any interesting techniques employed unless they're personal trade secrets. This whole project will be an educational tool for others when it's all done, all documented on a website.

I'm toying with the idea of asking Voidoid to compile a Sgt. Pepper's-esque group picture so if you've got a picture of your noggin get that ready to link to me, too

if you do not respond to the cue within 24 hours you'll be passed up but queued to be next in line for something appropriate to what you do (drums, effects shennanigans, wtc) though you needn't get the cue itself turned in that fast, merely confirmation that you have time to start on it otherwise the project will take a year

this whole project will be under one of the creative commons licenses and distributed under the umbrella of the project itself, but bear in mind that all the individual cues, with full credits, might be available later on for download for other people to play around with if feasible

the finished album will be free, of course

Cues might consist of specific musical directions for composition, or a .wav file previously created by another participant to which you'll add a part, or a midi file, or just a cryptic, evokative message. You never know, and I'm not saying more for now. However, please use your imagination and impose your own vision on the cue you're working on.

Downloads will generally be direct-links sent to you whereas you'll upload directly to the ftp server via filezilla.

If your DAW has problems with a given audio file try re-exporting it as a 16/44.1 wave from Audacity, for whatever reason that seems to properly add the end bit data that some DAWs render function (FL, for example) occasionally omits.

Make sure that you (or your DAW's preferences) don't add any metadata to the files as the cues should be anonymous until the final release.

Please keep all tracks as separate as possible, for instance if you make a drum track keep each individual drum on a separate track unless you're using something like BFD, and clean/processed tracks would be nice, too, when it comes to, say, electric guitar, just in case it becomes useful further down the line of the collaboration when everything's mixed and assembled.

Also, when appropriate, export midi files - notes and automation - for the final archive or use for creating variant cues.

Feel free to include a list of other musical skills you'd be willing to contribute or interesting resources you have - say, EWQL orchestral samples, or a distressor, or tablas, etc. - and keep in mind that mixing and mastering skills will come in handy at the end of the project, if you're into that sort of thing. Album art and design will be the last, but not least, step, so if you're a visualist (including video...) let me know.

A last note: although we're subsuming our skills to a collaborative whole, this is very much a project of an assortment of individuals so express yourself freely and don't worry too much if you're contributing something sufficiently "appropriate" - make weird decisions, syncopations, idiosyncracies, odd patterns, extended techniques, wild ornamentations... Good luck.

Finally, here's the thread on KVR:

<http://www.kvraudio.com/forum/viewtopic.php?t=226746&postdays=0&postorder=asc&start=0>

9/25/08

- runagate