

Getting Started on World Wide Blog Jam

Welcome to the world of online musical collaboration. This guide will help you get started and make the most out of your World Wide Blog Jam experience.

Things You Will Need:

1. A recording interface for your computer. Some higher end sound cards will do, but we recommend you look into purchasing a USB or Fire Wire audio interface. These range from simple and cheap to complex and expensive.
2. Multi-track recording software. Audacity is a very capable recording program and can be downloaded for free from <http://audacity.sourceforge.net>. There are many other professional level tools, as well, such as Cakewalk SONAR, Digidesign ProTools, Sony Vegas, Sony ACiD, etc.
3. The ability to export and import (or at least convert) MP3 audio files.

Signing Up

Signing up is easy. Fill in your desired username, password, and your email address and we'll send you an email confirmation to activate your account.

Your Profile

The first thing you want to do is set up your profile. Upload a picture, write a short bio, and upload an Audition Track mp3 that shows off your playing ability and style. You can upload multiple Audition Tracks to show off different instruments or genres that you play. Remember to make your profile public (by checking the box) so that other members can check you out.

IMPORTANT: We highly recommend using 320k bit rate on your MP3 files if sound quality is important to you. Other bit rates are "lossy" and will not represent you well to other members.

The Community

The ultimate goal of this web site is to bring together musicians from around the world and allow them to collaborate on music with people they may otherwise have never met, much less recorded with. By taking advantage of the proliferation of home studios we feel we are removing geographic barriers from recording and encouraging the next generation of open source music. Towards that end, we ask that you participate in the community in good faith, enjoy each others' differences and varying styles, and above all, have fun and make beautiful music together!

How it Works

Starting a Project

You start a project by giving it a name and uploading a Master Reference Track (MRT) in mp3 format for it. The MRT is the main timing track that everyone in the project will play along with. It can be a click track, a drum machine loop, full background instrumentation, or anything else. The key is that this is the file that other members will load into their recording software to play along with as they record their track(s).

IMPORTANT: The MRT should be at least as long as the final project length.

Getting Other People to Record on Your Project

Next you'll want to find some other players to record on your project. You can browse the profiles or search by instrument and/or genre. You can read the member's bio, listen to their audition track(s), and invite them to join your project. Once they accept an invitation to join your project, they will have access to download all the tracks in the project. They will load the MRT and any other tracks into their recording software and record their track(s). They will then export their isolated track(s) to mp3 and upload their track file(s) into the project, which makes them available to other members of the project to download.

Joining an Existing Project

You may be invited to join existing projects, or may discover them by Browsing Projects. You can preview the MRT for the project, and read the description, as well as check out the other members of the project before joining. Once joining a project, you should download the MRT and load it into your recording software. There may be other tracks to download as well. Follow the guidance of the Project Owner to know which files you need to download and what you should record. Once you have recorded your track, export the isolated track, at full length, to mp3, and upload it into the project.

IMPORTANT: To keep consistent timing with the MRT, always export your track as a full length mp3, even if your part is shorter than the project.

Finishing a Project

Ok, everyone has recorded and uploaded their parts, now what? Well, now it's mixing time. One member of the project may be designated as the mix engineer, or everyone may have a go at their own mixes. This is the beauty of open-source musical collaboration. However, one file must be designated as the final mix before it can be published into the WWBJ showcase. The Project Owner can designate which file is the final mix.