music is human.

A practical starting point

Make something real.

A free, human-first guide to making music with what you have, sharing it with the people who will care, and giving it a life beyond the first upload.

01	**Make**	Start with a room, a voice, a beat, or an instrument. The first version can be small.
02	**Share**	Give your work a simple story and a clear place for people to hear it.
03	**Press**	Choose a physical format that fits the music and the number of people you can reach.
04	**Keep going**	Save the credits, files, dates, and decisions. The record is part of the work.

The point is not to do everything at once. It is to make one choice, try it, and leave a useful trail for the next person who wants to make something too.

Music is Human advances human-made music through education, technology, and creative opportunity.

01 / Make the thing

Start with what is already in the room.

A human-made recording begins with attention: listening to the room, choosing what to play, and making a version you can learn from. Expensive equipment can help, but it is not the entry requirement.

START HERE

Your first home recording setup

A short path through the basics of making a clean, useful recording with a phone, computer, or a small audio setup.

Open the free lesson

TRY THIS

A better take before you hit record

Change one thing at a time. Listen back. Keep the take that teaches you something, not just the one that sounds most polished.

Open the free lesson

KEEP LEARNING

What an audio interface actually does

Understand the signal path before buying more gear. Knowing what each piece does makes a small setup feel less mysterious.

Open the free lesson

A note on ownership

The U.S. Copyright Office explains the difference between a musical work and a sound recording, and what it means to fix a work in a recording or digital file. This is general information, not legal advice.

What musicians should know about copyright

02 / Share the work

Promotion can sound like a person talking to another person.

You do not need to turn yourself into a content machine. Start with a clear release, a useful link, a short story about what you made, and a few people you genuinely want to hear it.

YOUR RELEASE

Build a simple release checklist

Choose a title, confirm the credits, prepare the artwork, set a date, and make sure the link you share leads somewhere useful.

Open the free lesson

YOUR PEOPLE

Credits are part of the music

Write down who played, wrote, recorded, mixed, mastered, photographed, designed, or helped. Clear credits make it easier for people to find one another again.

Open the free lesson

YOUR PROFILE

Use the tools where listeners already look

Spotify for Artists offers artist profiles, release preparation, playlist pitching, and audience tools. Use the parts that help people find the music and understand the person behind it.

Spotify for Artists / get started

Spotify for Artists / playlisting

A small promotion plan

One week before: tell the people closest to the work. Release day: share the music with one sentence that says what to listen for. One week after: follow up with a live clip, a lyric, a credit, or a story that gives the song a second doorway.

03 / Make a physical thing

Give the music a shape someone can hold.

Physical media is not a test of whether your music is important. It is one more way to make the work tangible: a short run of CDs, a cassette, a small vinyl edition, a printed lyric sheet, or a package assembled by hand.

CHOOSE	**Pick the format**	Match the format to the length of the release, your budget, the people you expect to reach, and the kind of object the music wants to become.
PREPARE	**Gather the pieces**	Audio master, cover art, track list, credits, catalog number, barcode if needed, and a proof you can listen to and look at before approving production.
PRICE	**Make a clear offer**	Say what the buyer gets, how it will arrive, and where the digital version lives if you include one. Leave room for people to support the work directly.

Starting points

Bandcamp's artist guide and merch help center explain how artists can present music and physical goods together, including vinyl, cassettes, CDs, and other merch. Disc Makers is a production starting point for comparing formats, quantities, and manufacturing requirements.

Bandcamp Artist Guide Bandcamp merch help Disc Makers

04 / Distribute and keep going

Put the work where people can find it.

Distribution is the logistics around the music: file formats, metadata, credits, release dates, stores, and the links you share. It is a practical job, and you can learn it one release at a time.

DIGITAL

Choose a distributor

Read the current pricing, delivery, rights, and payout terms before you choose a service. Keep your own copies of the masters and metadata.

CD Baby / music distribution guide

DIRECT

Make a home for the work

A direct-to-fan page can hold the music, the story, the credits, and a physical edition in one place. Bandcamp's artist resources are a useful starting point.

Bandcamp for Artists

Bandcamp Artist Guide

RECORD

Leave a trail

Save the final audio, artwork, credits, release date, ISRC or catalog information, contracts, and a note about what happened in the room. Future you will be glad you did.

Copyright Office / musicians

Your next human step

Make thirty seconds. Save it with a useful name. Write down who was there. Send it to one person who will listen closely. Then decide what the next small step is.

Music is Human / Education, artist empowerment, and music culture & preservation.