

BONUS · DO RIFF AO RELEASE

48h Route

The e-book has 22 chapters. But you don't need to read it all before doing anything. This route picks **only the steps for your profile** and gets you to a concrete win in two days — with the tools, the numbers and the mistakes to avoid already worked out for you.

How to use it: find your profile in the diagnostic quiz and follow just your route below. Each block points to the **exact chapter** in the e-book, what to do there, one practical 💡 **tip** and the ⚠️ **mistake** that trips up most people. The rest of the book can wait — for when you want to go deeper.

😞 Frustrated

You want to record but freeze up at the result →
Your first track

😞 Stuck

You record but never finish →
Close the stuck track

🚀 Ready

You already produce, just need to release →
Ship your release

FRUSTRATED

Your first track

For anyone who wants to record at home but freezes up at the result

Goal in 48h: **your first track from scratch** — from "I don't know where to start" to your first exported file. No extra theory, no spending a dime.

🕒 Set aside ~4h a day. If today you only get to step 2, that's fine — what matters is not stopping.

🇺🇸 TOOLKIT FOR THIS ROUTE — ALL FREE

Reaper (free indefinitely in evaluation mode; license optional, later) · **Suno** (free plan) · free plugins: **TDR Nova** (EQ), **MT Power Drum Kit** (drums), **LePou** (guitar amp), **Valhalla Supermassive** (reverb) · the **mic you already have** (even if it's the one on your earbuds).

1

~1h

Take the gear out of the equation

Author's Letter · Ch. "Your Minimum Viable Home Studio"

- Read the Author's Letter and **"The one truly indispensable item"**.
- Simple call: what you already have (computer + one mic, even the one on your headphones) is **enough to start**. Stop waiting for the perfect setup.

💡 **Tip:** don't spend a dime at this stage. One take recorded with what you have today teaches you more than a month researching interfaces and mics you don't even know how to use yet. The upgrade comes *after* you know what you're missing — not before.

2

~2h

Quick win: you already have sound

Ch. "AI in Composition: Suno" → "How to use Suno step by step"

- Go to **suno.com** → **Create**. Describe the style with 4 ingredients: **genre + BPM + instruments + mood**.
- E.g.: *"melodic rock, distorted guitar, 130 BPM, energetic, no vocals"*. It generates 2 versions of ~2 min (free plan is enough). Download the one you like (→ Download → Audio).
- Read **"Anatomy of an effective prompt"** to sharpen your request.

💡 **Tip:** use Suno as an **idea validator**, not a final track. In 30 seconds you'll know if the chorus has potential — before spending hours recording something you'd end up abandoning.

⚠️ **Heads up:** Suno's free version is a **prototype**. Your release track uses **your own** real instruments (that's what guarantees originality and rights). The legal implications of AI are covered in the copyright chapter.

3

~3h

Your recording

Ch. "Reaper — First Steps"

- Install Reaper (reaper.fm) → in Preferences → Audio: **Sample rate 44100 Hz, buffer 256**. Create your project and **save it in its own folder** before recording.
- Record **one take** of guitar (DI + free amp plugin: LePou / GuitarRig Player) or vocals. Adjust the gain until peaks sit **between -18 and -6 dBFS**.
- No perfectionism — the goal is to have material that's **yours**, not the perfect take.

💡 **Tip:** low buffer (128–256) to record without latency; bump it to 512–1024 when mixing, to free up CPU for plugins. You can change it anytime without losing anything.

⚠️ **Common mistake:** recording with high gain "to make it louder". Going past -6 dBFS **clips and can't be fixed**. Record conservatively — volume goes up on the mix fader, never on the input gain.

4

~2h

Stop sounding "bedroom"

Ch. "Basic Mixing" (gain staging) + "EQ — Cleanup and Brightness"

- Set your **gain staging** (the mix's starting point, before any EQ).
- Apply **high-pass on almost everything**: guitar and vocals cut below **80–100 Hz** (there's no useful sound down there). This alone already removes half the "bedroom sound".
- Use the **sweep technique**: a narrow +6 dB boost you sweep left to right; when it sounds ugly, **flip it to a cut** of -3 to -6 dB. Export. You're done.

💡 **Tip (contrast EQ):** to make the vocal stand out more at 3 kHz, **cut** 3 kHz on the guitar instead of just boosting the vocal. It rises into place without turning harsh.

⚠️ **Common mistake:** boosting 3 kHz on *everything* "for presence" → a harsh, tiring mix. Golden rule: **cut more than you boost**. If everyone's shouting, no one's heard.

🎛️ **By the end:** your first track exported from scratch — it sounds like a track, not a phone memo — and one you're happy to share.

Skip for now: all of Music Theory, advanced MIDI, parallel compression, manual mastering and releasing. It's not your moment yet — it would only slow you down.

STUCK

Close the stuck track

For anyone who records but never finishes — folders full of half-done demos

Goal in 48h: **CLOSE a track that's stuck** — take a half-finished project and carry it through to the final file.

🕒 Set aside ~3h a day. The goal is closing ONE, not restarting all of them.

🇺🇸 TOOLKIT FOR THIS ROUTE — ALL FREE (EXCEPT MASTERING)

Reaper + free plugins: **TDR Nova** (EQ), **TDR Kotelnikov** (compressor), **SPAN** (spectrum analyzer), **Youlean Loudness Meter** (LUFS) · **LANDR** for mastering (from ~\$9/month or trial).

1

~1h

Clean up the chaos

Ch. "Project Organization"

- Pick **one** stuck track. Apply **template, track naming, saved versions and color-coding**.
- The block almost always starts with disorganization — tidying up alone already unblocks your head.

💡 **Tip:** a dedicated folder per song (e.g. */Productions/SongName/*) and versioned "Save As" (v1, v2, v3). **Never overwrite** — being able to go back is what gives you the courage to experiment without fear of ruining it.

2

~1h

The right mixing order

Ch. "Basic Mixing" → "Mix workflow order"

- Follow the **three mix axes + gain staging + monitoring volume** in the right order. Stop tweaking at random.

💡 **Tip:** set a **moderate monitoring volume and don't touch it again**. Comparing decisions is only honest at the same volume — and mixing loud fools your ears and tires them out (decisions made loud rarely hold up the next day).

3

~3h

Clean it up and give it body

Ch. "EQ — Cleanup and Brightness" + "Compression and Dynamics"

- **EQ:** cut first (high-pass + sweep). Attack the **"mud" at 200–400 Hz** — that's where most problems live. Have **kick and bass split the low end** (one owns 60–80 Hz, the other 80–120 Hz).
- **Compress by ear** (the chapter's method, no need to memorize numbers).
- **Mono compatibility check** before finalizing — mandatory.

💡 **Tip:** put **SPAN** (free) on the master while you mix. A balanced mix has energy from low to mid, with the highs lower. An obvious spike on the graph = exactly where you need to investigate.

⚠️ **Common mistake:** skipping mono. A lot of real-world speakers (phone, laptop, bar) play in mono. If an instrument **disappears** in mono, there's a phase issue to fix *before* finalizing — otherwise the track vanishes in the real world.

4

~1h

Master it and close it out

Ch. "LANDR — AI Mastering"

- Export the mix from Reaper as **WAV 24-bit/44.1kHz with no limiter**, peaks between **-6 and -3 dBFS** (leave headroom).
- On **landr.com**: upload → pick the **Style** for your genre → **Intensity: Medium** → compare in **Before/After** → Download. Loudness target: **~-14 LUFS**.

💡 **Tip:** on the Before/After, listen for whether LANDR left the **highs harsh** or the **low end bloated**. If an instrument jumps out oddly on the master, the problem is in the **mix** — go back and fix it, don't trust the AI blindly.

⚠️ **Common mistake:** sending LANDR a mix that already has a limiter / is normalized to 0 dB. **With no headroom, the master ends up crushed** and lifeless. Always leave that -6 to -3 dBFS of margin.

🏁 **By the end:** that track stuck for months, now finished and exported — no longer a demo in a drawer.

Skip for now: capturing new ideas, Suno from scratch, music theory, gear shopping. You already have the track — you need to close it, not start over.

READY

Ship your release

For anyone who already produces and has finished tracks, but never releases

Goal in 48h: **ONE release scheduled** — take a finished track off the shelf and put it on its way to Spotify.

🕒 Set aside ~3h a day. This is an exit protocol, not production — it moves fast.

🇺🇸 TOOLKIT FOR THIS ROUTE — ALMOST ALL FREE

Mp3tag or **Kid3** (metadata, free) · **Canva** or **GIMP** (artwork, free) · distributor: **Amuse** (free) or **Distrokid** (~\$22/year, unlimited) · **Spotify for Artists** (free) · your **local performing rights organization (PRO)** — free to join, and the only way those royalties get collected.

1

~1h

Confirm it's ready

Ch. "Before mastering: mix checklist" + "LANDR"

- Run the track through the **mix checklist**. If you need a fast, reliable master, use **LANDR** (Style + Intensity Medium).
- Master target: **-14 to -16 LUFS** and **True Peak at -1 dBTP**.

💡 **Tip:** before distributing, listen to the master on **three systems** — headphones, laptop speakers and phone. If it holds up on all three, it's ready for the world. If it falls apart on one, it's not release time yet.

2

~2h

Prepare the final file

Ch. "Preparing the Final File"

- **Audio:** File → Render as **WAV 24-bit/44.1kHz** (the master you send to the distributor). **Never compress or delete** this file. Generate the MP3 320kbps *from the WAV*, never from another MP3.
- **Metadata** in Mp3tag/Kid3 (free): title, artist, album (= title, for a single), year, genre and **songwriter** — essential for royalty collection.
- **ISRC** (the recording's tracking code): the distributor assigns one automatically (Distrokid/LANDR/TuneCore). **Save it in a spreadsheet** — you'll need it for royalty registration.
- **Cover art:** **3000×3000 px, RGB** mode (never CMYK), JPG/PNG. Test readability at thumbnail size (that's how it shows up on Spotify).

⚠ **Common mistake:** artwork with wrong dimensions, in CMYK, or with a **URL/price/contact info** on the image → **rejected** by the distributor, delaying your release by days. Confirm 3000×3000, RGB and no prohibited text *before* submitting.

3

~2h

Put it on its way

Ch. "Your Spotify Release"

- **Distributor:** **Distrokid** (~\$22/year unlimited) pays off if you release 3+ songs/year; for your **first** release with no spend, **Amuse** (free) or **TuneCore**.
- Submit and **schedule the release at least 7 days out** — that gives you time to process and pitch to editorial.
- On **Spotify for Artists** (artists.spotify.com): claim your profile → Music → Upcoming → **Pitch a song to our editors**.

💡 **Tip (a pitch that wins):** be specific. Instead of "an emotional song about love", write something like "*an alternative rock ballad influenced by Radiohead, about a long-distance relationship, recorded entirely in a home studio*". Real context and real story beat generic — editors get thousands of submissions.

4

~1h

Rights + the first 7 days

Ch. "Copyright" + "Minimum strategy for the first 7 days"

- **Rights:** join your local performing rights organization (PRO) — the body that collects royalties when your song plays publicly — and register the track with its writers + **ISRC**. Without this, those royalties go uncollected.
- **7–14 days before:** create a **pre-save** (Distrokid HyperFollow) and post a **15–30s teaser**. **On the day:** Linktree + Reels/TikTok with the original audio + story.
- **In the first 7 days:** explicitly ask people to **save** the track (the heart/"save" button on Spotify).

💡 **Tip (the metric that matters):** it's not play count, it's **save rate**. Above **~5%** the algorithm reads it as people liking it enough to want to hear it again — and pushes it further (Discover Weekly, Release Radar). That's why you ask people to **"save the track"**, not just "listen".

🎯 **By the end:** a release date scheduled and the track submitted to your distributor — on its way to Spotify, with a plan for the first 7 days.

Skip for now: recording, mixing from scratch, theory. You already produce — this is just the exit protocol that usually gets skipped.

This is the map. The territory is in the book. The Route shows you *what* and *in what order* — the 22 chapters of **"Do Riff ao Release"** give you the step-by-step *how*, with screenshots, and the **app** tracking your progress at every step. Followed the shortcut and it worked? Imagine it with the full method guiding you, from the first riff to the release.

Get **Do Riff ao Release** (€21.90) → <https://www.thidebrito.com.br/releaseen>

Do Riff ao Release · 48h Route Bonus · home music production with AI, from riff to release