

Jason Bowld's Remote Sessions

How it works

Email Jason at remotesessions@jasonbowld.com an mp3 mix of your song or songs. On listening to your song, he will decide on a fee and email you a quotation. On your approval, Jason will start recording the drums and on completion, will email you a low quality mp3 example of the drums in situ with the your song. If this is to your requirements, Jason will need to be paid upfront, the full fee, before releasing the relevant audio files of the recording. Upon full payment via paypal or cheque, the drum stems will be sent via File transfer delivery.

Criteria for preparing your music for Jason.

- All music must be played to a click and supplied as WAV, AIFF or SD2 files.
- When bouncing down your songs into a stereo file, make sure they start on the bar and have at least two bars of space preceding them.
- If you have a specific 'drum' direction in mind, include a mix with guide drums (usually programmed drums) and notes highlighting fill or percussion placements, and other details – e.g - *half-time feel at 1.34*.
- Don't forget to include the bpm of the song.

Price structure

As you can appreciate, a 3 minute pop song will not take as long to conceive, record drum tracks and prepare stems for as a 7 minute long, prog-rock masterpiece! So pricing does vary per track and genre. It really is best to email Jason an example, and he will get back to you quickly with a fair price.

What you get for your money

As well as world-class drum tracks and effectively free studio hire, you will also receive individual unprocessed audio files or stems of all drum tracks – Kick, snare, hi-hat, toms, overheads and room (if necessary) that are 'studio ready'. In addition to this, you will also receive a Treated stereo mix of the drums for instant use within your song. This is especially useful if you are self-producing for demo purposes or need something instant to get your songs up and running.

Crediting Jason

Jason Bowld must be credited for all drum recordings performed by himself. Jason must also be credited for loops, sampled from these recordings. Credits must be given on liner notes of all commercial releases which include his recordings.