

# Marc Noah's Music Lab: Open Music Project

A collaborative experiment by Marc Noah & Dinis Cruz

## The Mission

Release 3 songs by year-end using radical transparency and open-source principles to grow Marc's audience organically - without a budget or traditional marketing.

## The Songs

1. **"Fast Car"** (Tracy Chapman cover) - Marc's crowd favorite from live gigs
2. **"Road Trip"** - Marc's original acoustic song
3. **Portuguese Original** - New song to connect with local audience

## Core Principles

- **Work in Public:** Share everything openly - demos, mistakes, progress
- **Zero Budget:** Use creativity, not money (max \$100 for essentials)
- **Release Early & Often:** Publish rough versions immediately, iterate based on feedback
- **Creative Commons:** All content free to remix/share with attribution
- **Journey = Story:** Document the process; fans follow the adventure, not just the music

## How We'll Work

- **Marc:** Creates music, performs live, engages fans, makes final artistic decisions
- **Dinis:** Manages online presence, coordinates releases, proposes experiments
- **Token System:** Marc gets 50 "question tokens" to manage creative disagreements
- **Async Collaboration:** Work remotely via public posts, not private meetings

## Release Strategy

**Multiple Versions Per Song:** Demo → Feedback → Refine → New Version → Repeat **Platforms:**

Patreon (early access) → SoundCloud → Social Media → YouTube → Spotify/Apple Music (finals)

**Content Mix:** Songs + videos + blog posts + live recordings + merch designs

## Community Building

- Patreon for core supporters
- Discord/forum for fan interaction
- Encourage remixes, covers, and fan art
- Share metrics transparently
- Treat fans as collaborators, not just consumers

## Success Metrics

Not revenue, but engagement:

- Stream counts & growth trends

- Comments, shares, and feedback quality
- Follower growth across platforms
- Community contributions (remixes, art, ideas)
- Media mentions & word-of-mouth

## **Timeline**

**September:** Setup, announce, release existing demos **Oct-Nov:** Weekly releases, iterate based on feedback, build community **December:** Finalize best versions, release on major platforms, celebrate with fans

## **The Experiment**

Can an independent musician grow organically by treating music creation like open-source software? By working transparently, iterating rapidly, and building with the community instead of for them?

**Let's find out together. The lab is open.** 🎸

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*"The journey is the story. Every version, every mistake, every breakthrough - shared openly as we create."*