

Request for Proposals: Sound Services for the AskNature Podcast

The Biomimicry Institute is seeking a skilled contractor to provide comprehensive sound services for the inaugural season of the **AskNature Podcast**. We are looking for an individual with expertise in sound design, engineering, mixing, and musical composition, with a crucial and demonstrated interest in **bioacoustics** and nature-inspired approaches. This project will cover six full episodes (of 25-45 minutes in length) and one trailer (of 1-3 minutes in length), with a maximum allocated budget of **\$8,300 for sound design, engineering, and mixing** and a separate maximum budget of **\$3,000 for composing for the full season**.

Project Scope

Sound Design / Sound Engineering / Sound Mixing

- Sound Design: Craft an immersive, nature-inspired audio landscape for the podcast, strategically using sounds from nature and leveraging biomimicry principles to create a unique sonic identity.
- Foley Integration: Integrate real-world sounds to enhance storytelling.
- Mixing & Engineering: Ensure all audio levels are balanced, clear, and professional for all seven audio master mixes in both MP3 and WAV formats (six episodes, one trailer) as well as dialogue mixes and one two additional mixes in the process of getting to the aforementioned master mixes.
 - Each episode - and the trailer - should have:
 - A dialogue mix
 - Two mixes
 - One master mix

Composition / Music

- Original Score Composition: Create an original musical score and stems that align with the podcast's narrative and objectives.
- Nature-Inspired Music: Incorporate real sounds from nature into the musical compositions to reflect the themes of biomimicry.
- Stems Creation: Deliver musical 10-15 stems in WAV files to allow for flexible mixing and editing.

Desired Experience

- Proven experience in sound design, audio engineering, mixing, and musical composition for podcasts or similar media.
- A strong interest in or background in bioacoustics and the application of nature inspired and nature-based principles to sound.
- A portfolio demonstrating creative sound design and high-quality audio mixing, as well as a versatile compositional style..

Proposal Submission Requirements

Interested parties must submit a comprehensive proposal package via email to the contact listed below by the deadline. The proposal must include:

- A cover letter outlining your interest in this specific project.
- A resume or curriculum vitae highlighting relevant experience.
- A portfolio of past work, including links to podcasts, musical compositions, or sound design projects.

Project Timeline

- **RFP Release Date:** September 5, 2025
- **Proposal Submission Deadline:** September 30, 2025
- **Contractor Selection:** October 15, 2025
- **Project Commencement:** November 1, 2025
- **Project Deadlines:**
 - Season Trailer (Master Mix Delivered) - January 14, 2026
 - Episode 1 (Master Mix Delivered) - February 11, 2026
 - Episode 2 (Master Mix Delivered) - March 18, 2026
 - Episode 3 (Master Mix Delivered)- March 25, 2026
 - Episode 4(Master Mix Delivered) - April 1, 2026
 - Episode 5 (Master Mix Delivered) - April 8, 2026
 - Episode 6 (Master Mix Delivered) - April 15, 2026
- **Project Completion Date:** April 22, 2026

Contact Information

Please direct all proposals and questions to:

Camilo Garzón, AskNature Program Director, camilo.garzon@biomimicry.org

Budget and Compensation

The total maximum allocated budget for all services is **\$11,300**, to be paid in agreed upon installments negotiated during contracting. We aim to partner with an audio professional who is open to continued collaboration over the course of the project's later seasons.

This is broken down as follows:

- **Sound Design, Engineering, and Mixing:** A maximum allocated budget of **\$8,300**.
 - 6 episodes at maximum \$1,300 per episode.
 - 1 trailer at maximum \$500.
- **Original Score Composition:** A maximum allocated budget of **\$3,000**.
 - This includes theme music, intros, outros, and other musical elements and stems.

Payments will be made on a per-episode basis upon final delivery and acceptance of each completed episode's sound services. Music will be compensated after review of final stems to be used in sound design of season.