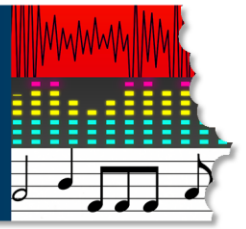


Sound Bites

Mo Komba Beatmaking



Add Keys

Use the drum loop created in the previous lesson along with any additional layers of MIDI drums so that you have at least two full bars to work with. The next step is to add a keyboard component. To do this, use a software instrument that works with MIDI notes rather than audio.

Materials

You will need the following items:

- Digital Audio Workstation (DAW)
- Audio Interface
- Royalty free drum loops
- MIDI controller (keyboard).

Preparation

Before you launch into this activity make sure you are familiar with the following DAW processes:

- Zooming in and out
- Accessing the loop and sample library
- Moving around the workspace
- Creating a MIDI audio track
- Dragging loops and samples into the timeline
- Editing and manipulating MIDI region
- Using the grid function in your DAW.

Steps

1. Create a software instrument track and choose a type of keyboard sound.
2. Set your 4 bars of drums so that they play on a loop.
3. Choose a simple chord sequence such as one chord per bar.
4. Practice playing your chord sequence along with the 4 bar drum loop.
5. When you feel comfortable record in the chord sequence.
6. If you made a mistake or you didn't like your performance you can undo the recording and try again, or you can quantize the MIDI notes to fix any timing issues.

Remember that listening and experimenting is important. Don't be afraid to try out a few different styles.

If you do not play the keyboard you can use MIDI loops from your DAW library or try some of the MIDI loops provided with this lesson.