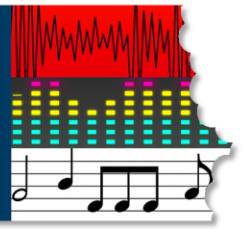


Sound Bites

Beatmaking with Mo



Create a rhythm track using sound effects

As well as audio and MIDI loops, many DAWs come with sound effects. Instead of using drum sounds to create a rhythmic pattern for your song can you create a rhythmic pattern using sound effects.

To begin think about the qualities of each instrument in a drum kit. For example, the bass drum often keeps a steady beat. It has a low sound to it with a short attack. What sound effects in your DAW are low sounds? Closing a car door can be a low sound. Find a sound like that and place it on the grid where you would like your bass drum to go.

The snare is a higher sounding instrument, which also has a short attack. What about the sound of a balloon popping?

Materials

You will need the following items:

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

Preparation

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

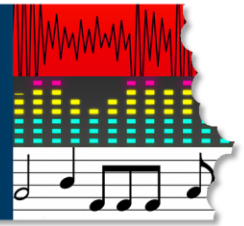
- Dragging loops and samples into the timeline
- Editing and manipulating audio regions
- Using the grid function in your DAW
- Recording sound effects and importing them into your DAW.

Steps

1. Open a new session in your DAW.
2. Create at least three new audio tracks.
3. Find the sound effects sample library in your DAW or record some sounds from around the room that you can use.
4. Pick a sound effect to act as a bass drum part.
5. Place this sound effect on an audio track, use the grid lines to copy and paste the bass drum sound. Choose a second sound effect to play the role of the snare drum.
6. Place this sound on a different audio track where you would like your snare part to sound.
7. Choose a third sound effect to play the role of the hi-hat.
8. Place this sound on the third audio track where you would like the hi-hat part to be.

Sound Bites

Beatmaking with Mo



Consider

When choosing your sounds, think about the characteristics of each part of the drum. For example, the bass drum often has a lower sound than the snare. It might ring out a bit after being struck. Can you find a sound effect that works in a similar way?

Listen to different drum parts to get inspiration for where to place each of the sounds and how to manipulate and edit them to work in a percussive way.