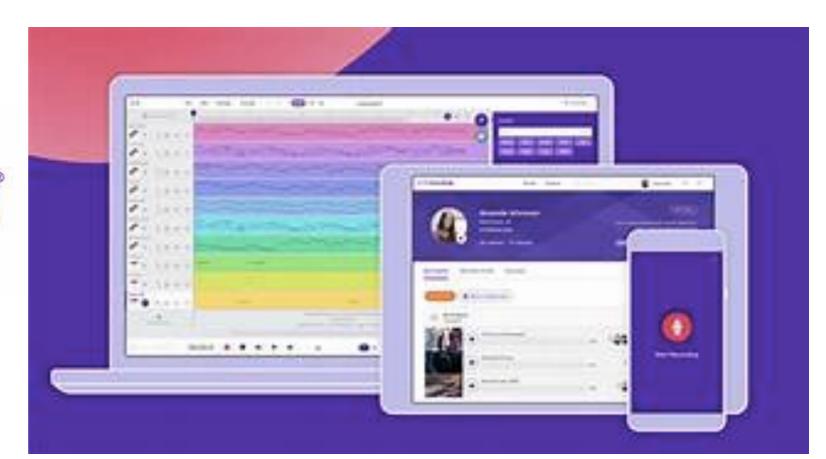
Prompts for Making Beats

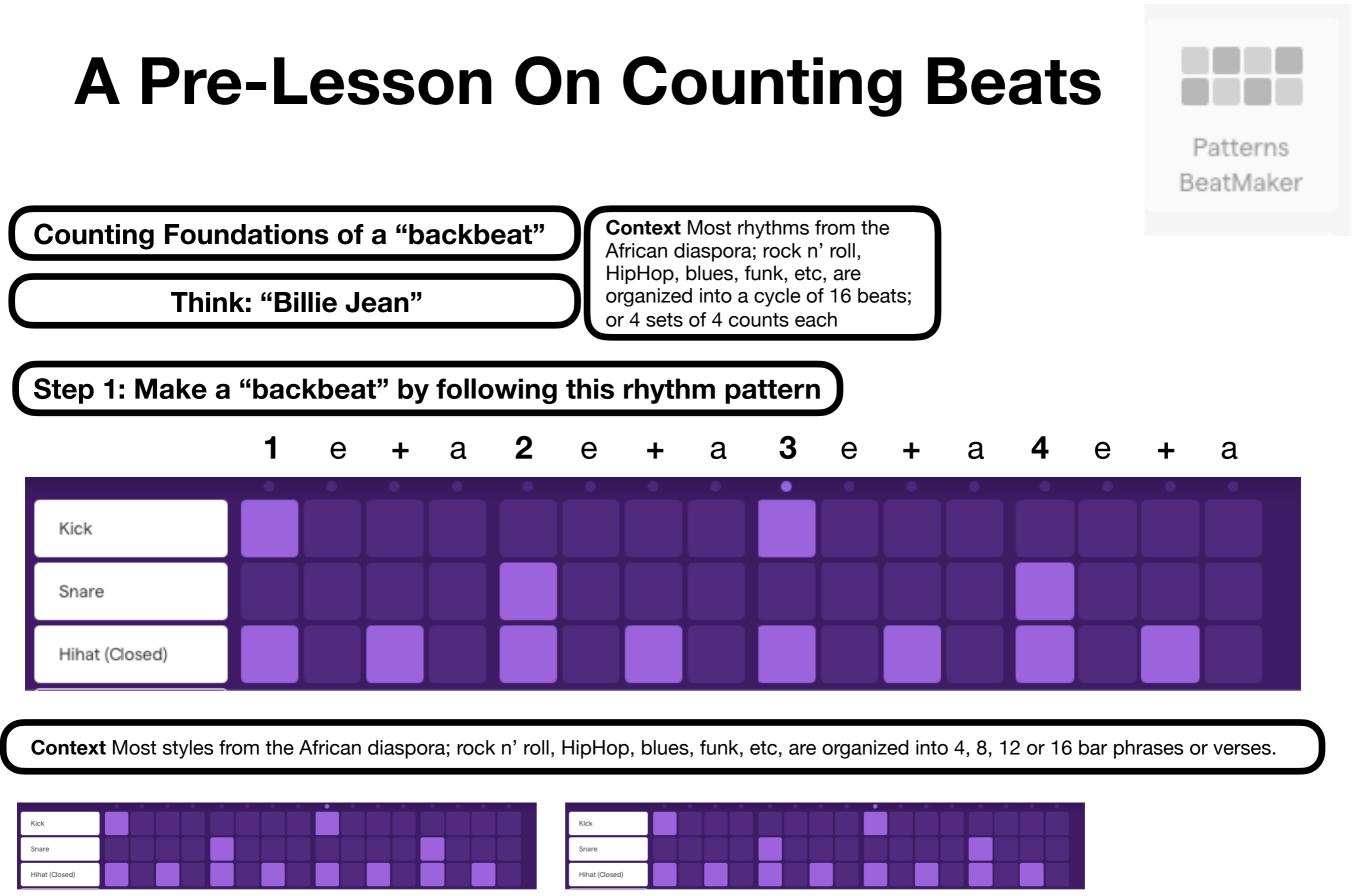
Name:_____

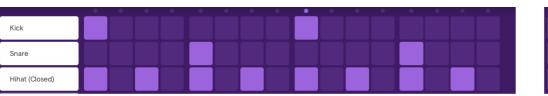
Date:_____

Name of Song/Beat/Track:

(--) Soundtrap[®]







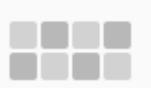




Step 1: Make a "backbeat" by following this rhythm pattern

Context Most rhythms from the African diaspora; rock n' roll, HipHop, blues, funk, etc, are organized into a cycle of 16 beats; or 4 sets of 4 counts each





Step 1: Set up a "bass" track

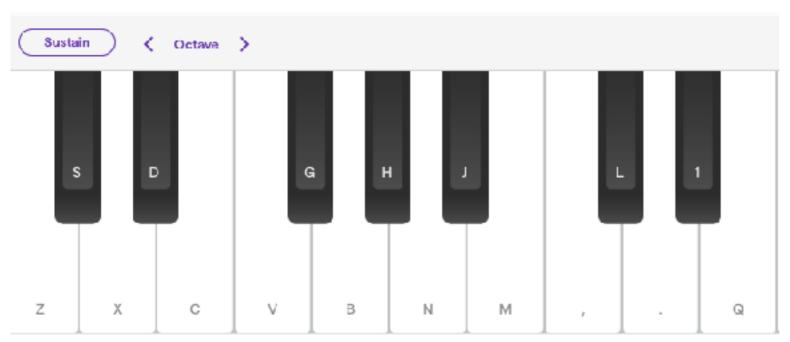
Instrument Presets



Context Most songs have a specific harmony; a set of chords that sound "good" when played one after another. The "Bass Line" determines the "chord progression"

Steps: Click on "play the synth". Then click on "Guitar and Bass". Then choose the kind of bass.

Step 2: Make a "bass line" for the verses.



Steps: The harmony for our song will be in the key of C major; which uses only the white keys. **Choose 4 notes. Play each "note" for 4 counts.**

Ν	V	Z	В
1 - 2 - 3 - 4	1 - 2 - 3 - 4	1 - 2 - 3 - 4	1 - 2 - 3 - 4

You can record the bass line by clicking on the notes on the screen, or you can type the characters assigned to each note.

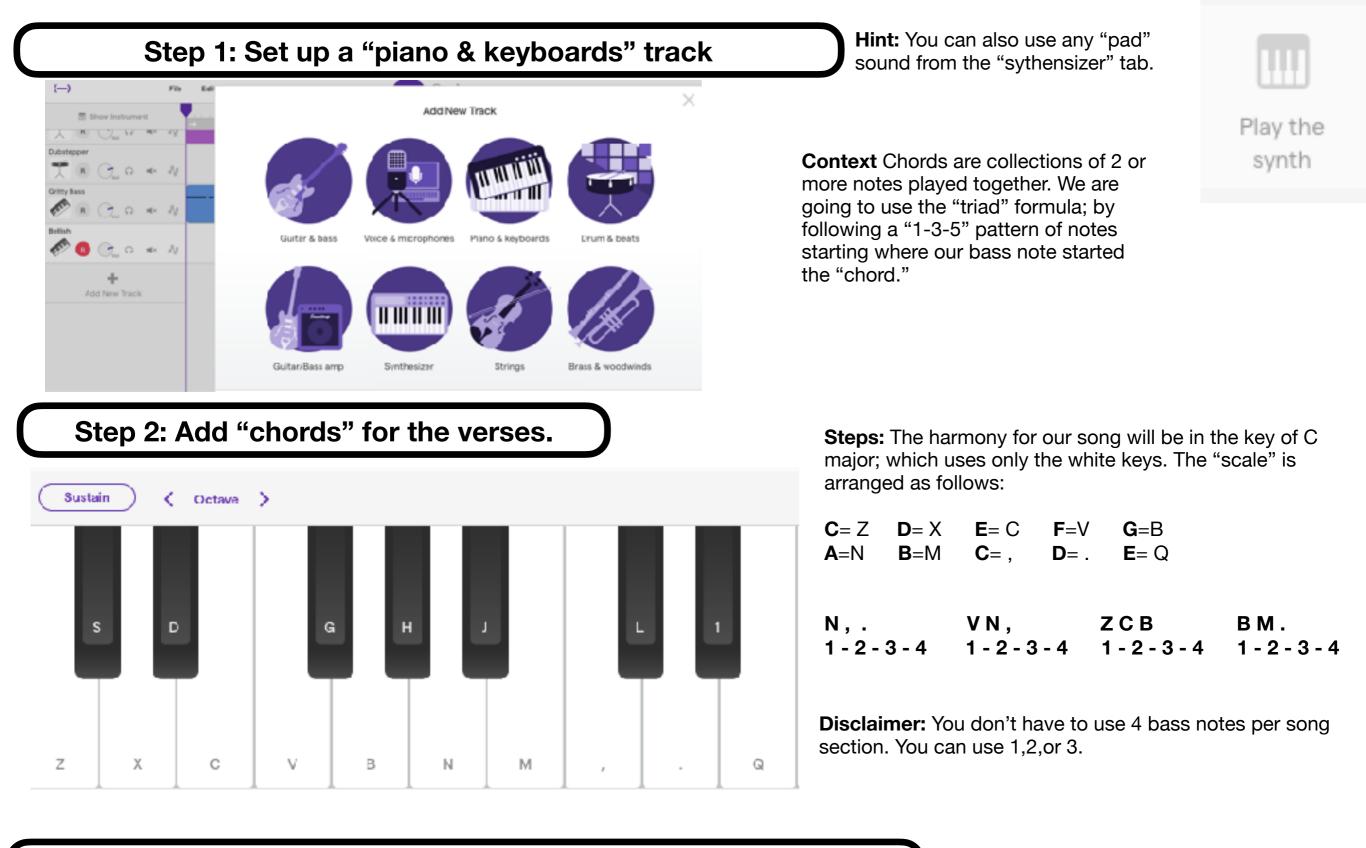
Disclaimer: You don't have to use 4 bass notes per song section. You can use 1,2,or 3.

Step 3: Make "bass lines" for the hook, and for a bridge section

 Steps: The harmony for your new section can include new notes, or you can re-arrange the order of your verse section. You can also play shorter notes, or quicker notes.

Be Creative with the rhythms of your chords!





Step 3: Add "chords" for the hook, and for a bridge section

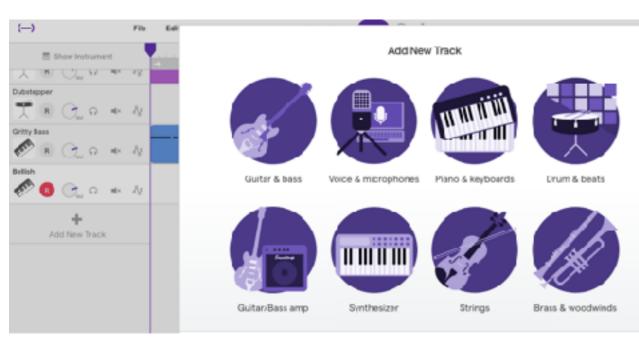
Steps: The harmony for your new section must include the "1-3-5" formula starting on the bass note that you chose previously.

Be Creative with the rhythms of your chords!

Step 1: Set up a "Riff / Melody" track

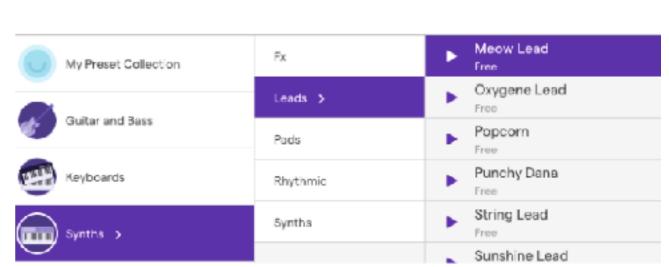
You can also use any sounds! Try sounds from the "Sythensizer", "Strings" or Brass & Woodwoinds" tabs.

Play the synth



Step 2: Add "riffs" for the verses.

Step 3: Add "riffs" for the hook, and for a bridge section



Instrument Presets

Context: "Melodies" are collections of musical notes that sound "good" when played in sequence.

"Riffs" are melodies that are short, simple, and memorable. You can make a riff with as little as 1 note, or as many as you want. You should be able to "sing" our riff.

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×

You can record the riffs by clicking on the notes on the screen, or you can type the characters assigned to each note.

Meow Lead

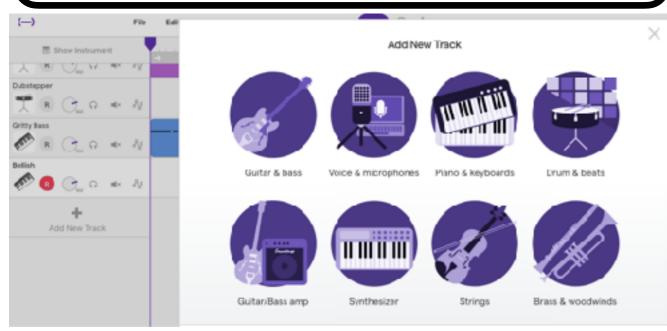


Q

W

N

Step 1: Set up a "Voice & Microphone" track

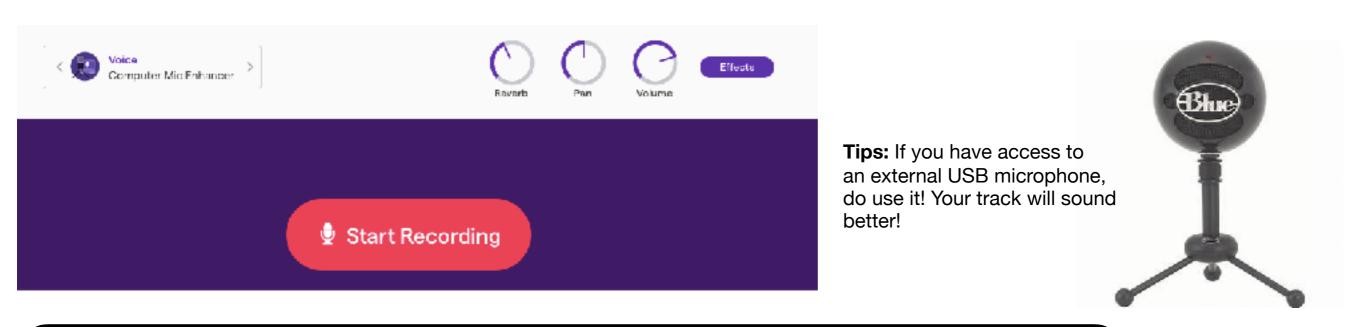


Tips: Explore the different effects that the studio has. Make sure you find a quiet space to record your vocals. You must use earphones to record vocals, otherwise, the sounds from the track will be re-recorded and create distortion.



Play the synth

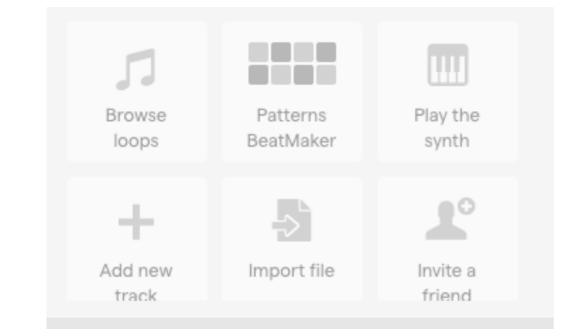
Step 2: Record the "vocals" for the verses and hook by singing or rapping.



Step 3: Record background vocals on a different track



Step 1: Set up a "File" track



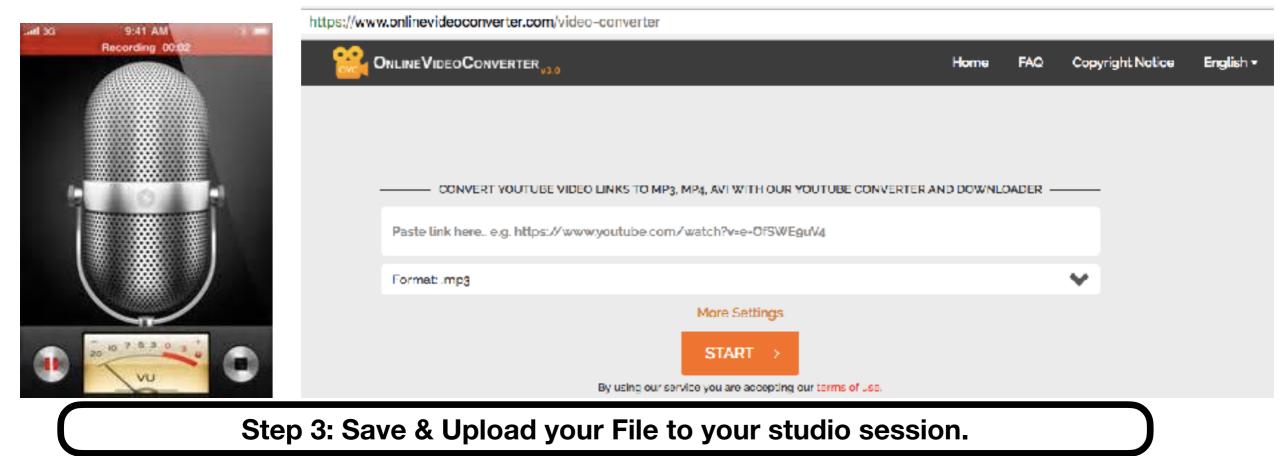
Context: "Sampling" is a defining element of HipHop. Sampling means to take/borrow a sound a sound that was previously created it, and including it on your song.

Sampling is traditionally done as a tip of the hat, or a "homage" to the OGs.

You can also sample sounds from your environment; like the sounds of your friend's voices, cars from the street, a TV show playing in the background, the Subway announcements, a door opening, footsteps, etc.

Step 2: "Sample" sounds from your environment.

Steps: Use your smartphone to "sample" sounds, or use this website to save mp3 files from Youtube videos. <u>www.onlinevideoconverter.com</u>



Steps: Save your file to the desktop, then click on "Upload File". Finally, click on "choose file"



Play the synth

Step 1: "Chop" a sound

Context: "Chopping" is another defining element of HipHop. Chopping means to cut up a preexisting sound, and using it as a "new sound" in order to give the sound a new life, but also to create a sound that didn't' exist before.

Steps:

Right Click on the section of the track that you want to "chop."

Slide the beginning or end of the track back & forth until you only have the section of sound that you want.

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opiicregion	36 E	
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Create region		
Change Pitch	►	
	Copy Paste Delete Auto-Tune Create region	Copy ∺ C Paste % ∨ Delete <

Step 2: Repeat/FX a sound

Steps:

Right Click on the section of the track that you want to "chop." and copy/paste it to repeat it.

You can also "auto-tune" it, or change the pitch of it.

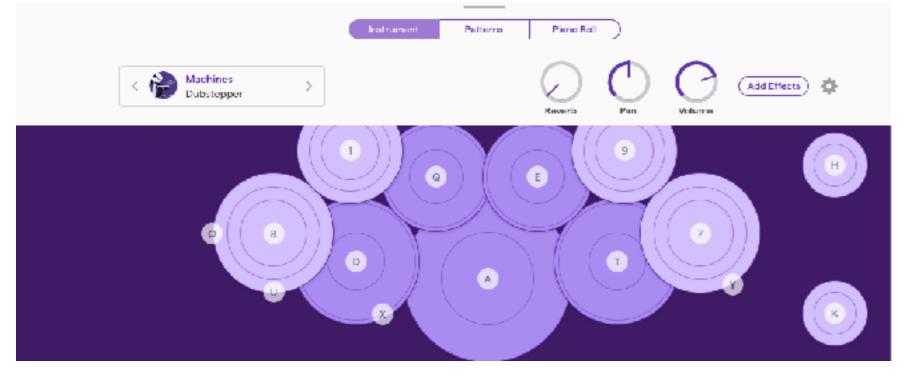
Click on "edit" on top of the sound-wave, and experiment with all these different effects.

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	Fade out	Delete	\otimes
H. R R R R A	Reverse	Auto-Tune	
FCTRIC GUITARS 7-8	Auto-Tune	Create region	
	Voice Transform	Change Pitch	►
	voice transform		

Step 1: Add a "percussion" track



Patterns BeatMaker



Steps: Set up a new percussion track. Click on "Instrument" as opposed to "Patterns"

Now that you have an almost full track, add some "extra" percussion hits by improvising; making them up as you go. These will make your song feel more organic, fun and exciting.

Hint: Your "percussion Hits" can accent your riffs or hooks.

Step 2: Add an "FX" track

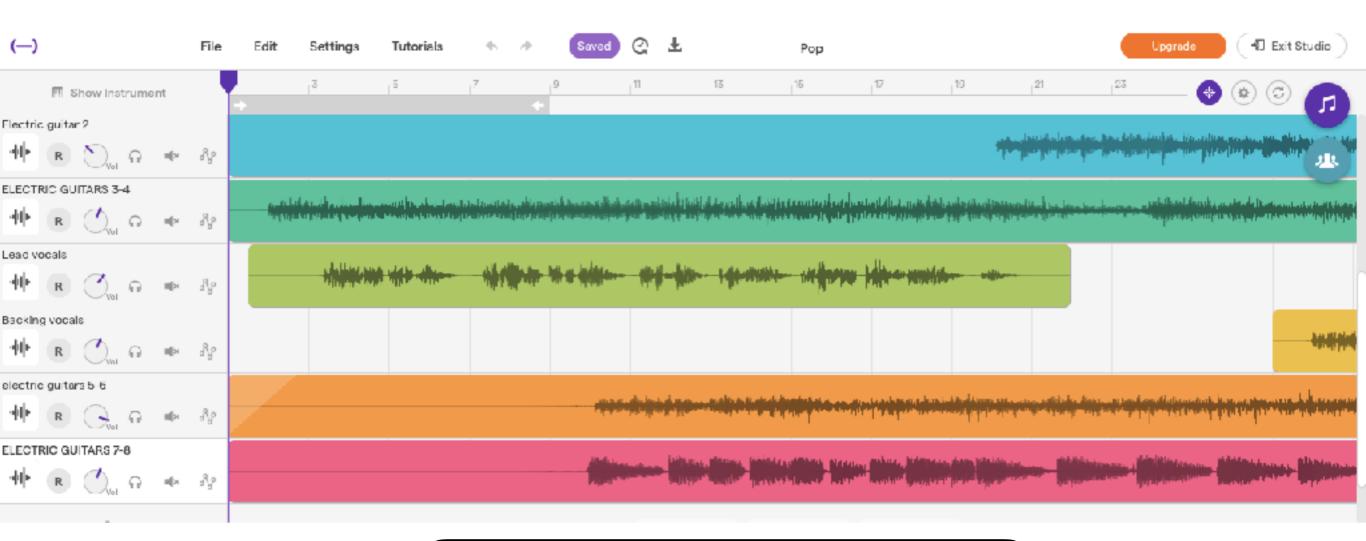
My Preset Collection	Fx 🗲	Fx (8)
	Leads	Free Alarm
Guitar and Bass	Pads	Alarmed
Keyboards	Rhythmic	Fading Alarm
Synths >	Synths	Hold Key 1 Bar Sweep Free
\bigcirc		Hold Key 8 Bars Sweep

Steps: Set up a new synth track. Click on "Instrument" Play around with improvisation; making things up as you go. These will make your song feel more organic, fun and exciting.

Hint: keep these notes very sparse. Think of them like a condiment!

Step 1: Mix your track/beat/song

Steps: Now that you have a full song, it is time to mix all sound/volume levels. Here you can also change the "panning" (whether the sounds go to the right or left speakers, or both.



Step 2: Download your track/beat/song

Open Recent Previous versions	•		
Save			
Save as			
Revert			

