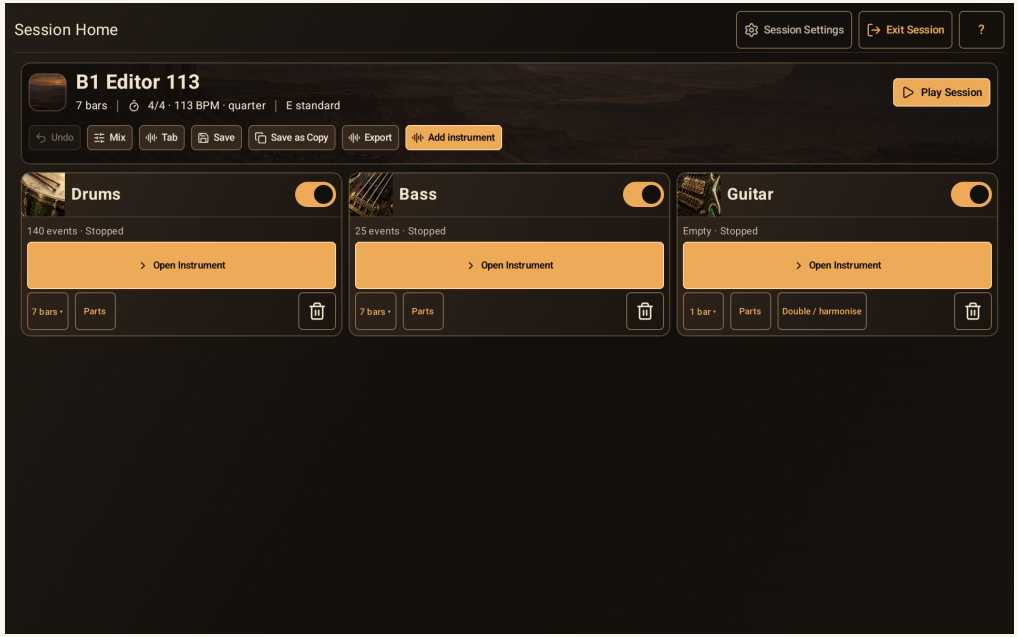
Build the sound

Follow these shared lessons in order. Pause whenever you need.

Bass / Build the sound



Open B one Editor one thirteen, or the finished bass part from the playing route. This shared lesson builds the picked bass sound for Immigrant Song Cover. We will shape the instrument and its effects here. We will balance its volume against the other instruments in the mixing lesson.

Bass / Open Tone

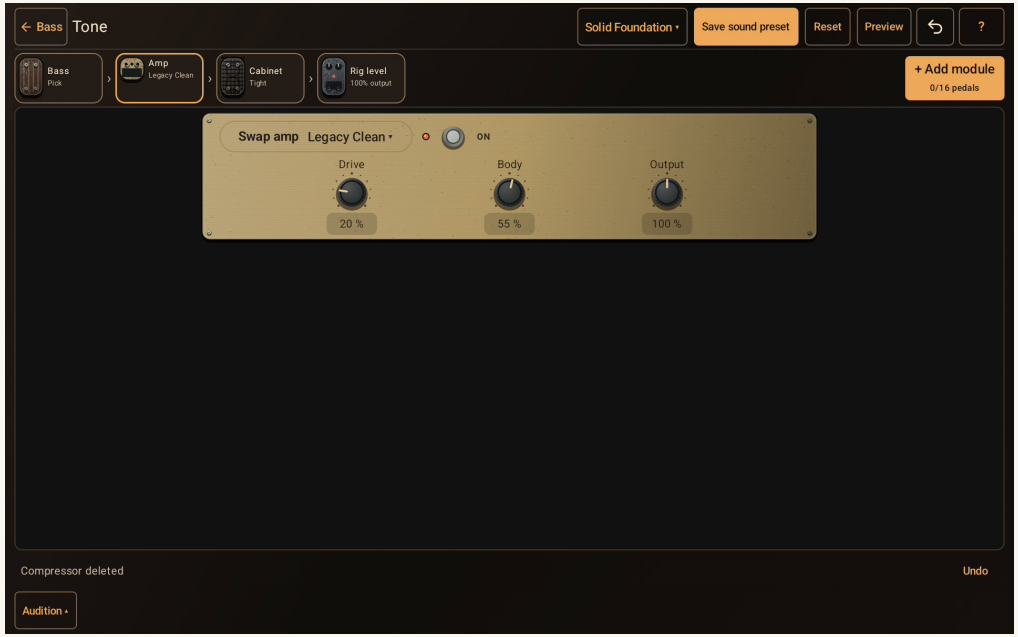


Open Bass, then Bass tone. The blocks across the top are the sound chain: the bass itself, a compressor, an amplifier, a cabinet and the output level. Tap a block to see its controls.

Build the sound

Follow these shared lessons in order. Pause whenever you need.

Sound chain / Remove the starting pedal



Our starting session uses Solid Foundation. Select its Compressor, then Delete. This removes the pedal from this session. It leaves the instrument, amplifier and cabinet in place. We will add the compressor ourselves after shaping the bass.

Bass source / Picked strings

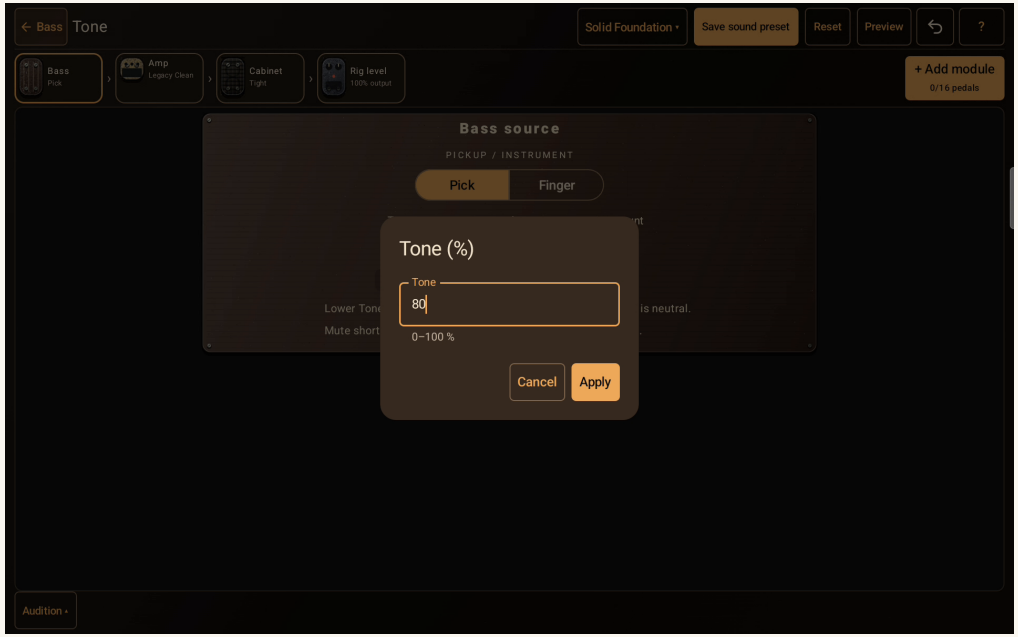


Select the Bass block and keep Pick selected. Tone controls brightness. Attack shapes the beginning of each note, and Mute amount shortens its sustain. These controls change the instrument sound; the note strengths and slide settings stay as we made them.

Build the sound

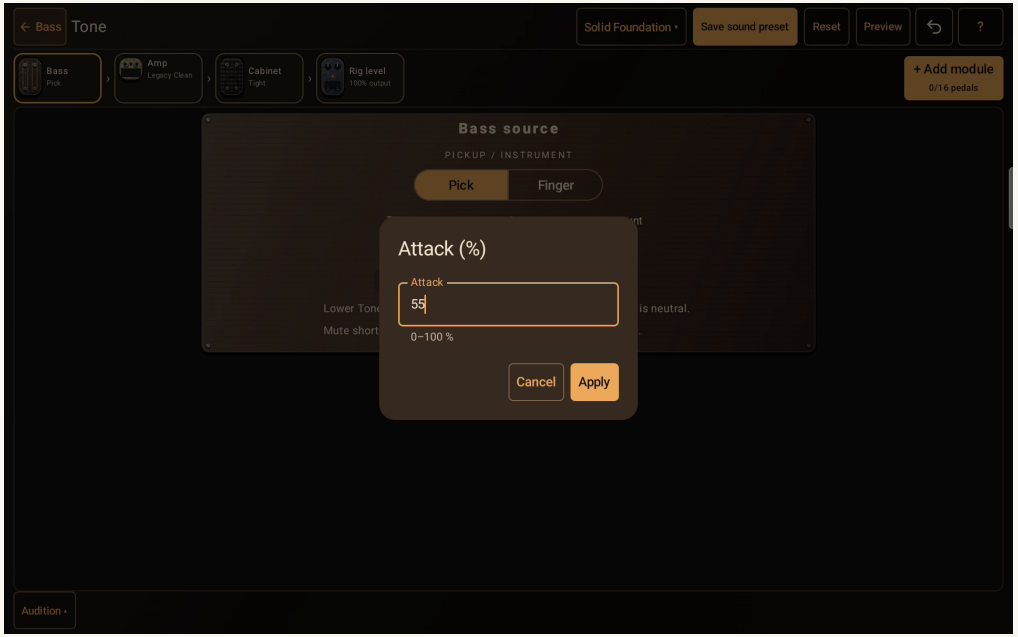
Follow these shared lessons in order. Pause whenever you need.

Tone / 80 percent



Tap the number below Tone and enter eighty. Tap Apply. This takes a little brightness off the starting sound. Using the number gives us a repeatable setting without trying to land a knob in exactly the right place.

Attack / 55 percent

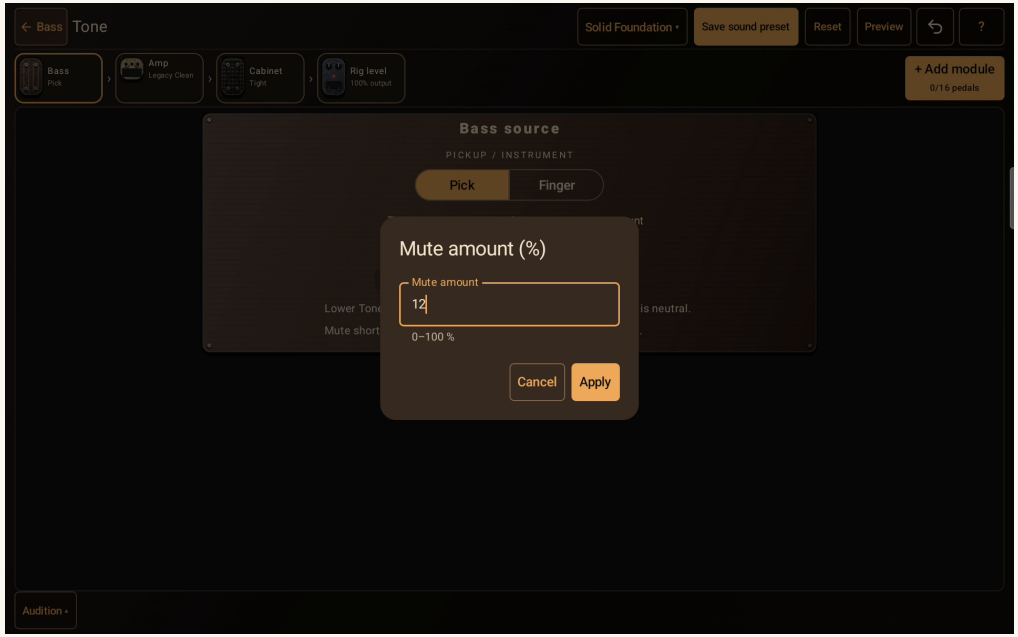


Tap the number below Attack, enter fifty-five, then Apply. Fifty is neutral, so this is a small increase. We want the pick to speak clearly, while keeping the notes connected to the drum groove.

Build the sound

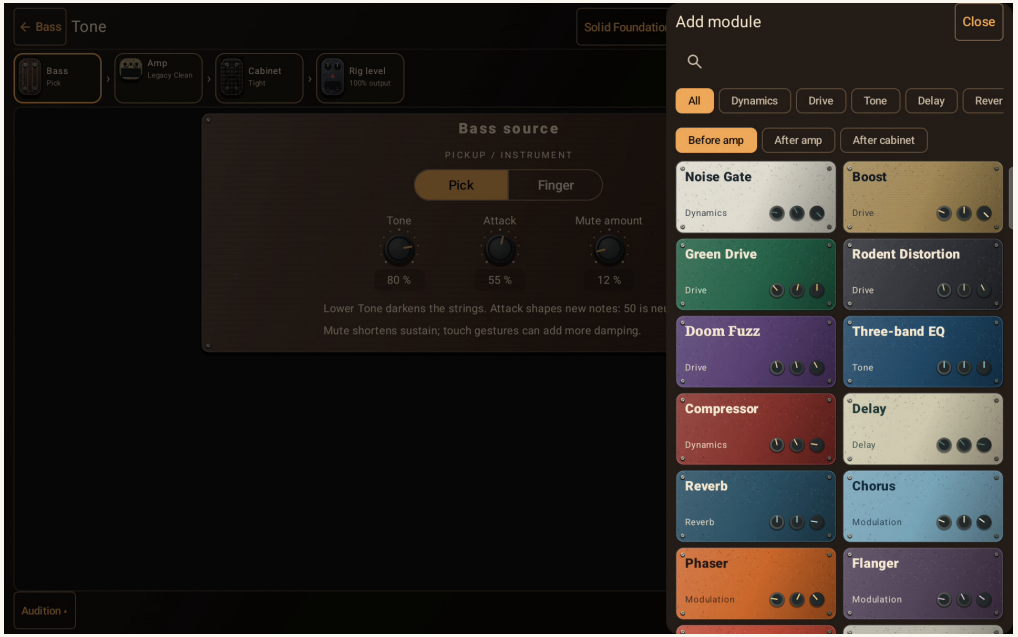
Follow these shared lessons in order. Pause whenever you need.

Mute amount / 12 percent



Set Mute amount to twelve and tap Apply. This lightly shortens the bass sound. It works alongside the palm muting in our notes. Keep both settings gentle so the slides can still be heard.

Effects / Add Compressor before the amp



Tap Add module. Choose Before amp, then Compressor. This puts the compressor between the bass and the amplifier. Compression reduces the difference between louder and softer peaks, helping the picked part sit more evenly.

Build the sound

Follow these shared lessons in order. Pause whenever you need.

Compressor / Keep the starting settings



The new compressor already has the settings we need: Threshold forty-five percent, Ratio five point four to one, and Makeup twenty percent. Check that it is on and says Before amp. You can tap each number if you need to correct it. Leave session automation alone for this sound.

Amplifier / Legacy Clean



Select Amp. Keep Legacy Clean, with Drive twenty percent, Body fifty-five percent and Output one hundred percent. Those are the amplifier settings in our starting session. Keep its power on. We are keeping this particular amp because it is part of the approved cover sound.

Build the sound

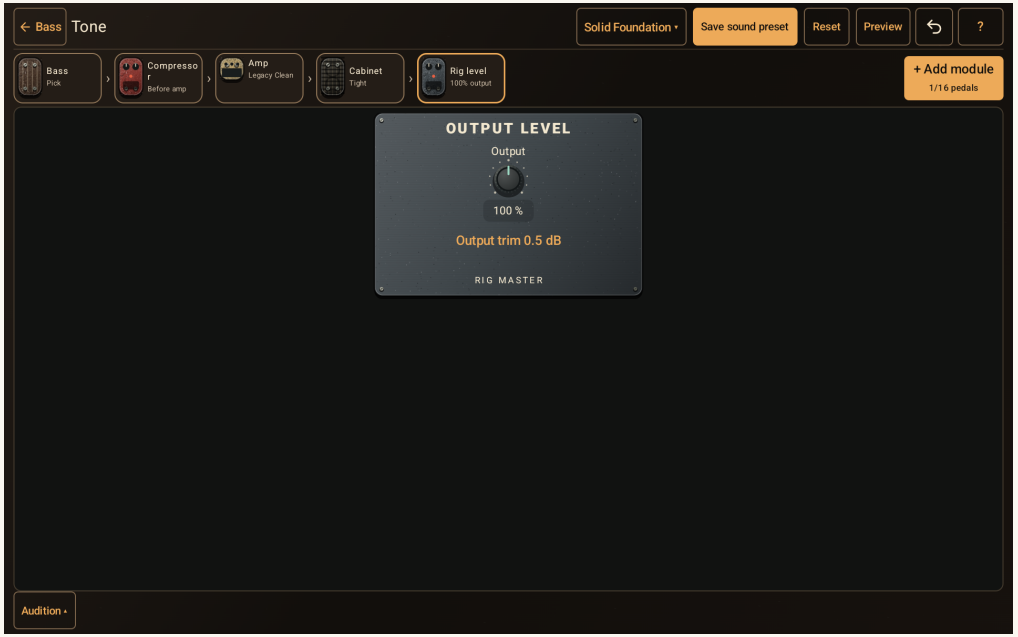
Follow these shared lessons in order. Pause whenever you need.

Cabinet / Tight



Select Cabinet and keep Tight selected, with the cabinet switched on. The cabinet shapes the sound after the amplifier. This is a sound choice; it is separate from any timing correction also called Tight elsewhere in the app.

Rig level / Preserve the sound level

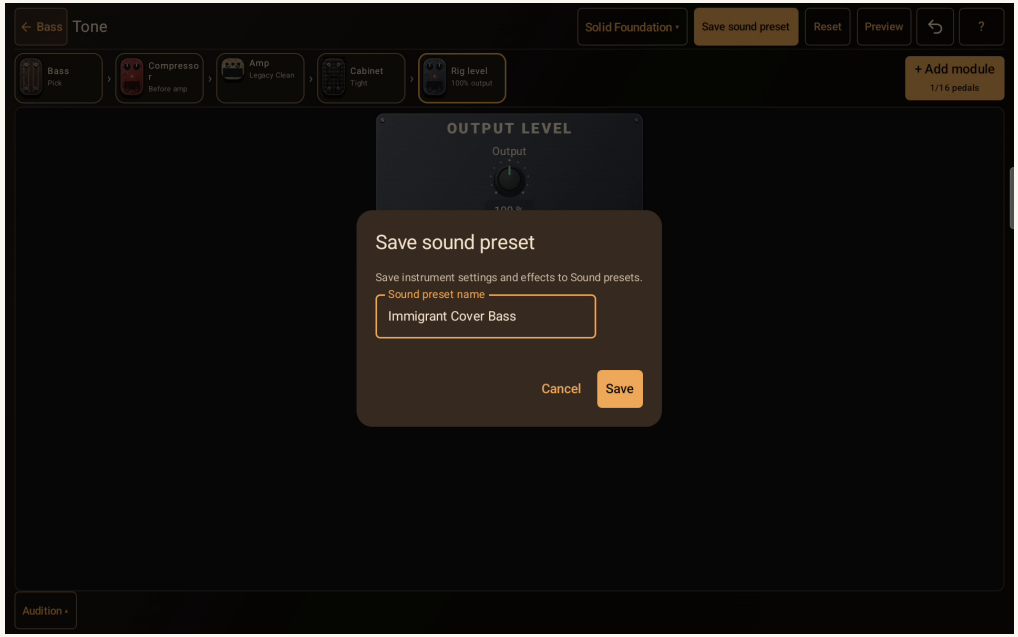


Select Rig level. Keep Output at one hundred percent and Output trim at plus zero point five decibels. These belong to the sound itself. We will use the session mixer later to balance bass, drums and guitars together.

Build the sound

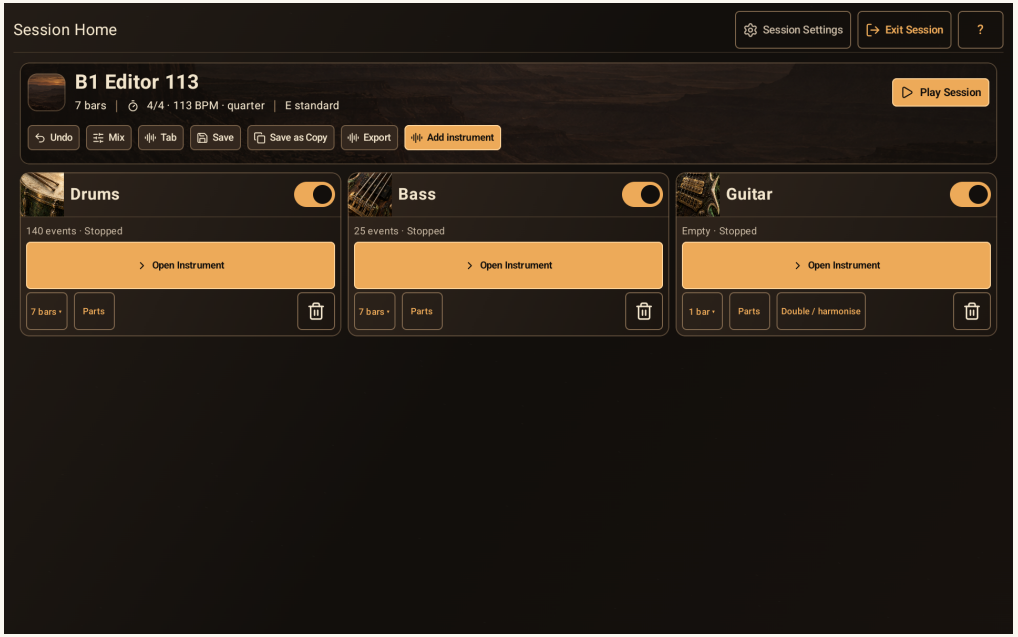
Follow these shared lessons in order. Pause whenever you need.

Save / Reuse this bass sound



Tap Save sound preset. Name it Immigrant Cover Bass, then Save. This makes the instrument and effects available in Sound presets. It does not save the notes as a new session; we will save that checkpoint separately.

Listen / Hear it with the drums

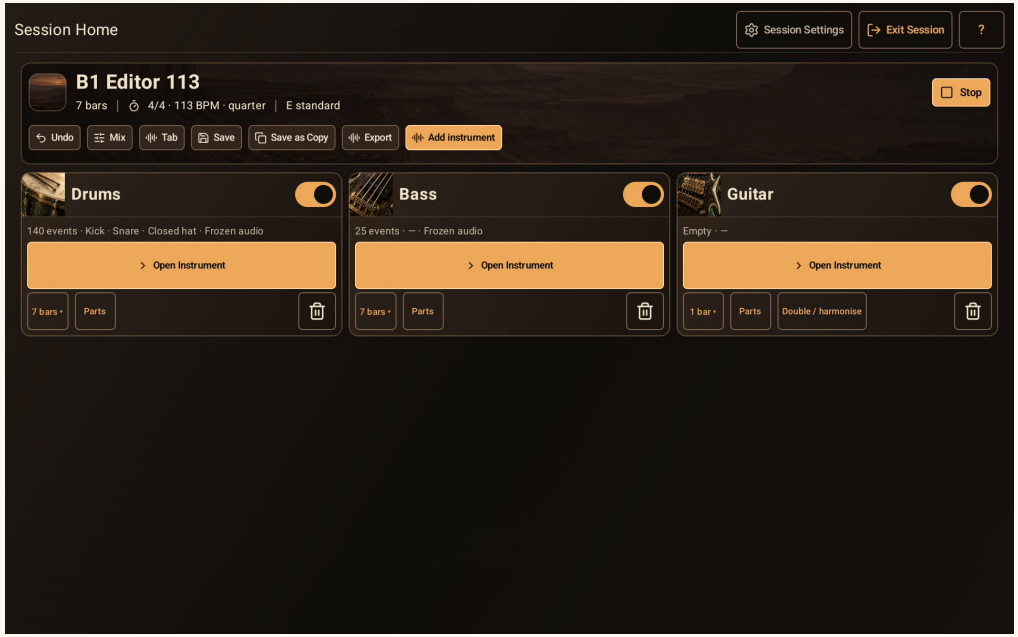


Go back to Bass, then back to Session. We will listen at the final tempo of one hundred and thirteen beats per minute. The bass waits until the end of bar five. Listen for the picked attack and the downward slides when it enters.

Build the sound

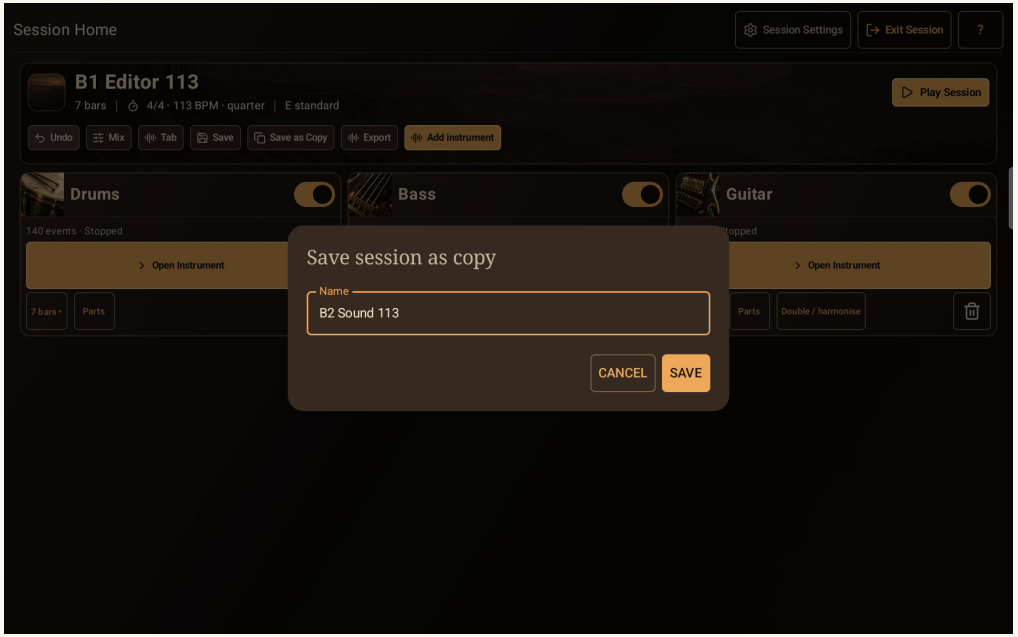
Follow these shared lessons in order. Pause whenever you need.

Listen / Drums and finished bass



Play the session at 113 BPM. Wait for the bass entrance at bar five, beat four. Listen through the slides and the loop boundary, then stop playback.

Save / Finished bass checkpoint

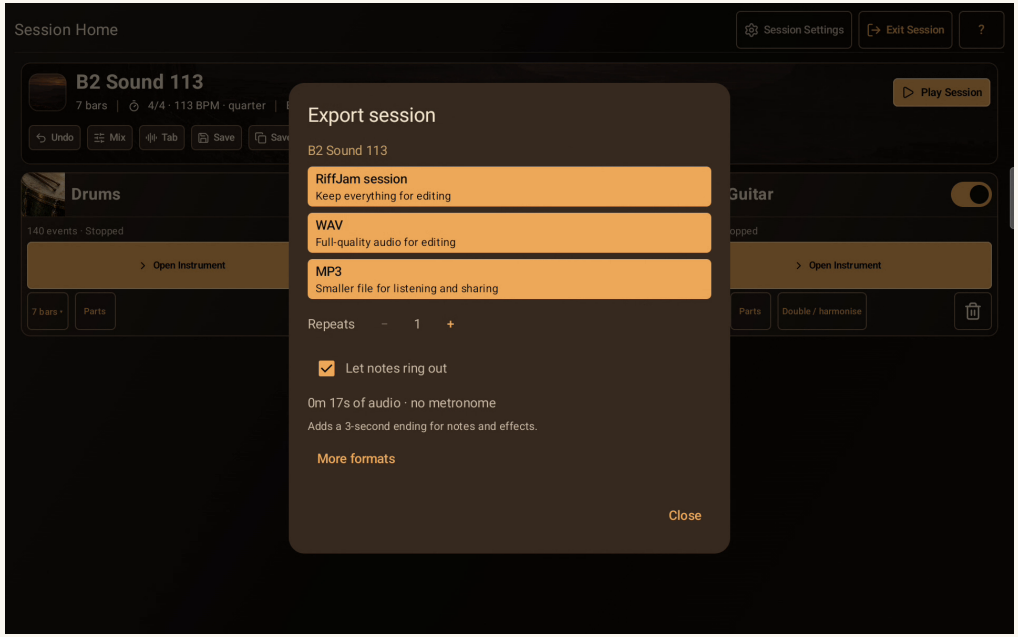


Choose Save as Copy and name this B two Sound one thirteen. Save as Copy preserves the earlier notes-only checkpoint. You now have the bass part and its sound. The next instrument lesson adds the guitar riff.

Build the sound

Follow these shared lessons in order. Pause whenever you need.

Export / Keep the editable session



Tap Export, choose RiffJam session, and save the file. Keep this editable checkpoint with your lesson downloads. It includes the drum and bass parts, the sound we just built, and room for the guitars.