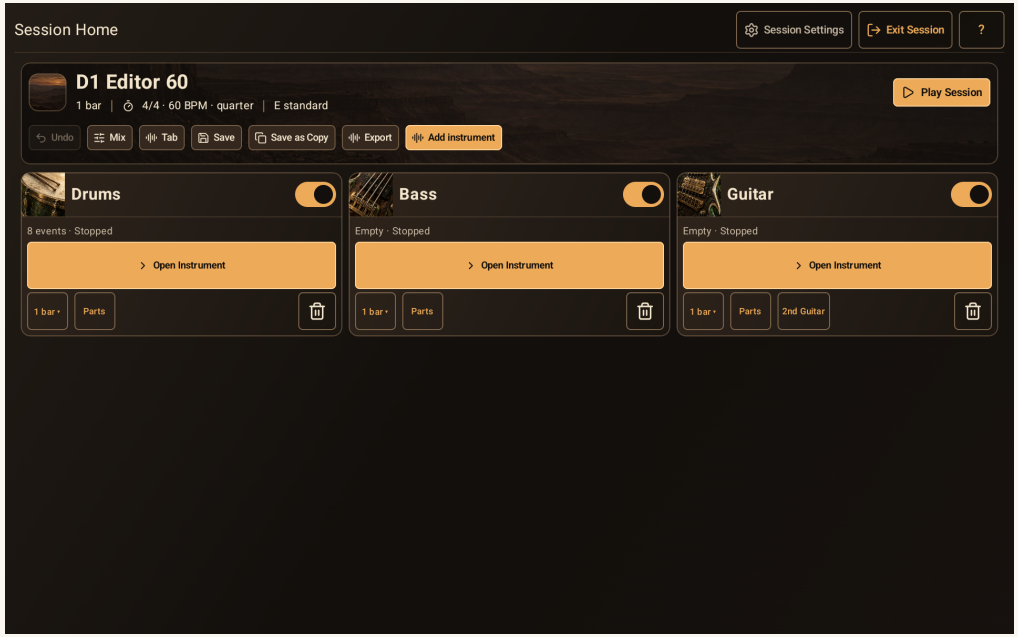
Shared setup

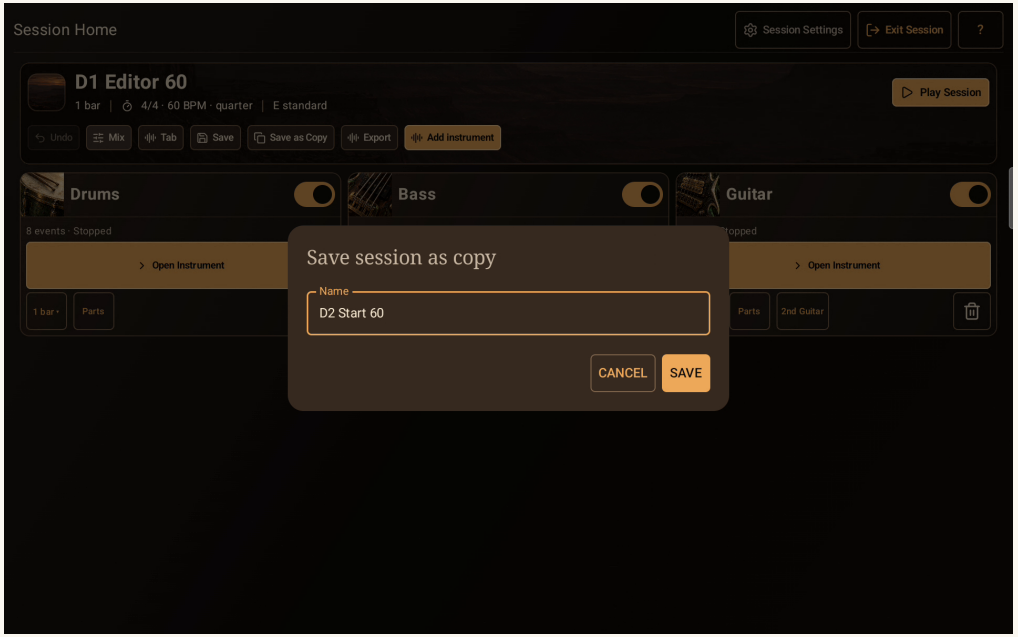
Follow the shared setup, then choose one route. Pause the video whenever you need.

Drums 2 / Add the kick



Open your finished hi-hat session from Drums one. We will add eight kick hits over it. Keep sixty BPM and one bar. This works with either earlier route.

Save a starting copy

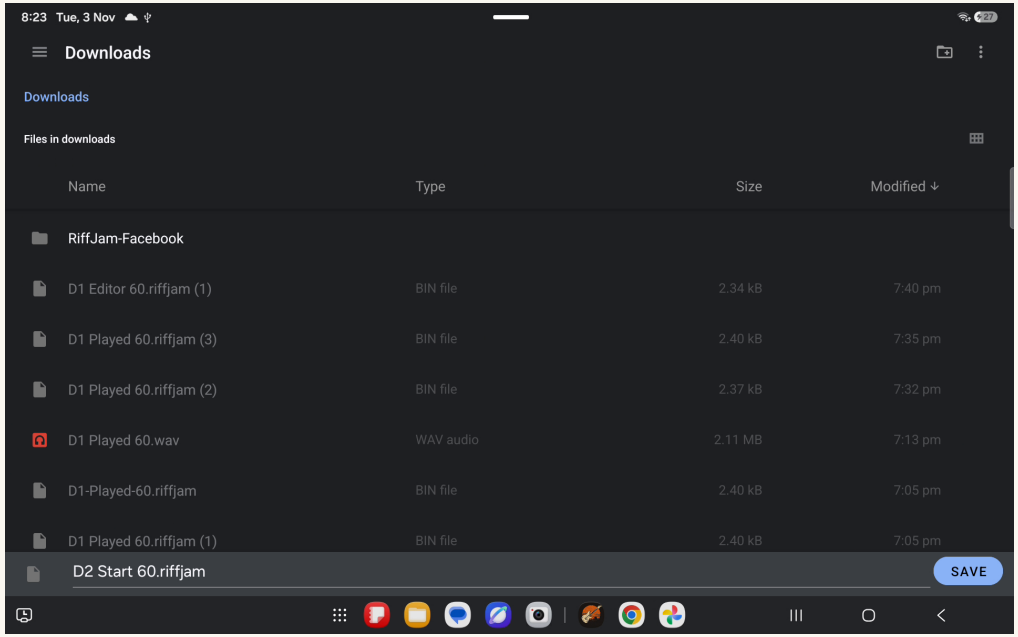


Tap Save as Copy. Name this D two Start sixty, then Save. Your original hats remain available.

Shared setup

Follow the shared setup, then choose one route. Pause the video whenever you need.

Export the starting session



Export, RiffJam session, then Save gives you an editable starting file.

Open the drum part

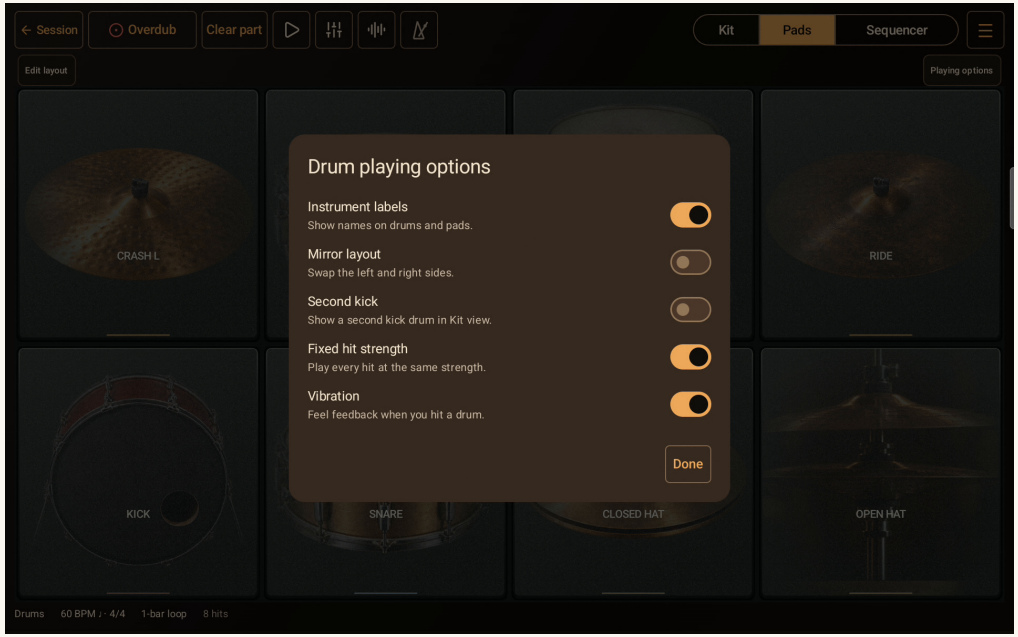


Open Drums. Choose Pads for the playing route. The other video enters these same hits in Sequencer.

Play the part

Follow the shared setup, then choose one route. Pause the video whenever you need.

Keep fixed hit strength



Open Playing options. Keep Fixed hit strength switched on, then Done. We will shape the loud and soft hits in the dynamics lesson.

Learn the kick rhythm

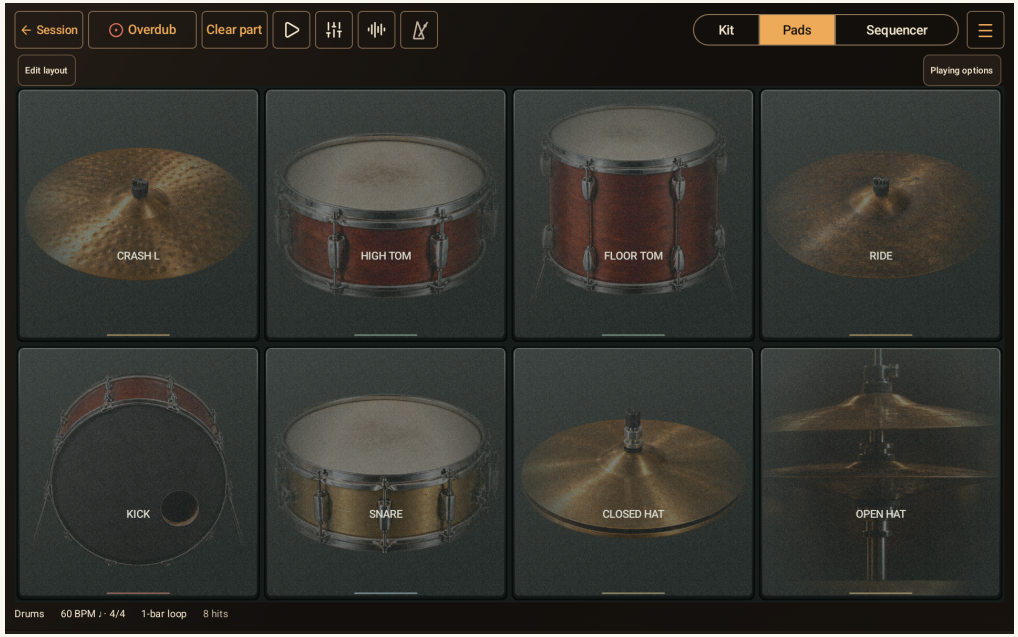


Divide each beat into four: one, ee, and, ah. Tap on one, and, ah, then the ee after two. Repeat that shape for beats three and four. Practise before recording.

Play the part

Follow the shared setup, then choose one route. Pause the video whenever you need.

Practise / One pad only



Here is the pattern twice. Listen to the gaps. Pause and practise; the hats will provide your pulse when you record.

Overdub means add a layer



Overdub adds your kick without replacing the hats. Tap it, wait for the four count-in clicks, then play. After the last kick, tap Finish take with your other hand.

Play the part

Follow the shared setup, then choose one route. Pause the video whenever you need.

Count in / Eight kicks / Finish take



Wait through the count-in, play the demonstrated pattern, then finish the take. Stop tapping after the intended bar. The loop may continue until you stop playback.

Check the corrected pattern

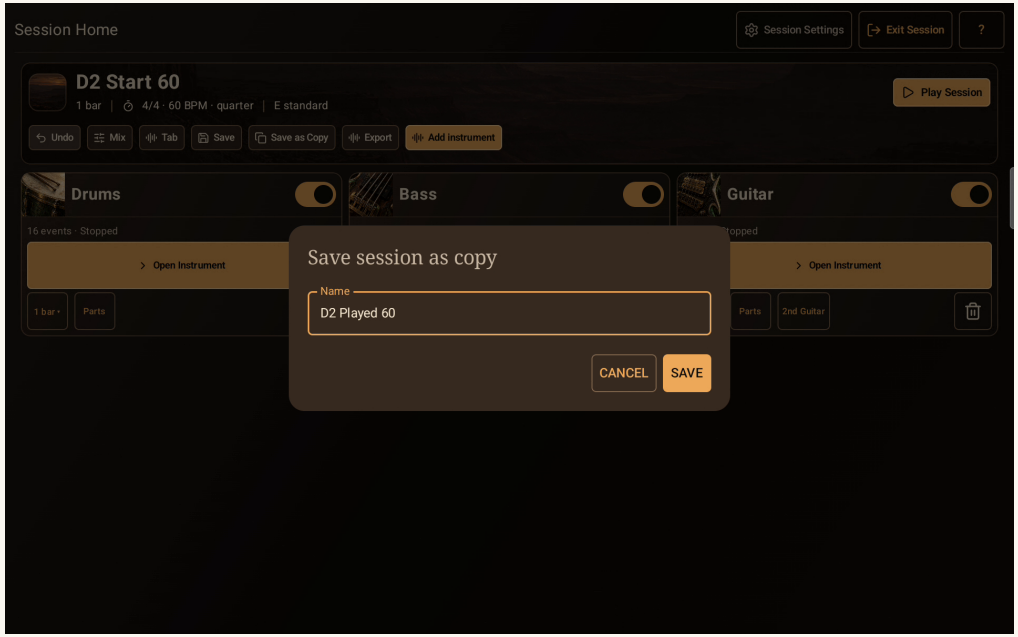


Stop playback. Open Sequencer and choose Playback timing. With Tight correction, the kicks should occupy cells one, three, four, six, nine, eleven, twelve and fourteen. There are sixteen hits including the hats.

Play the part

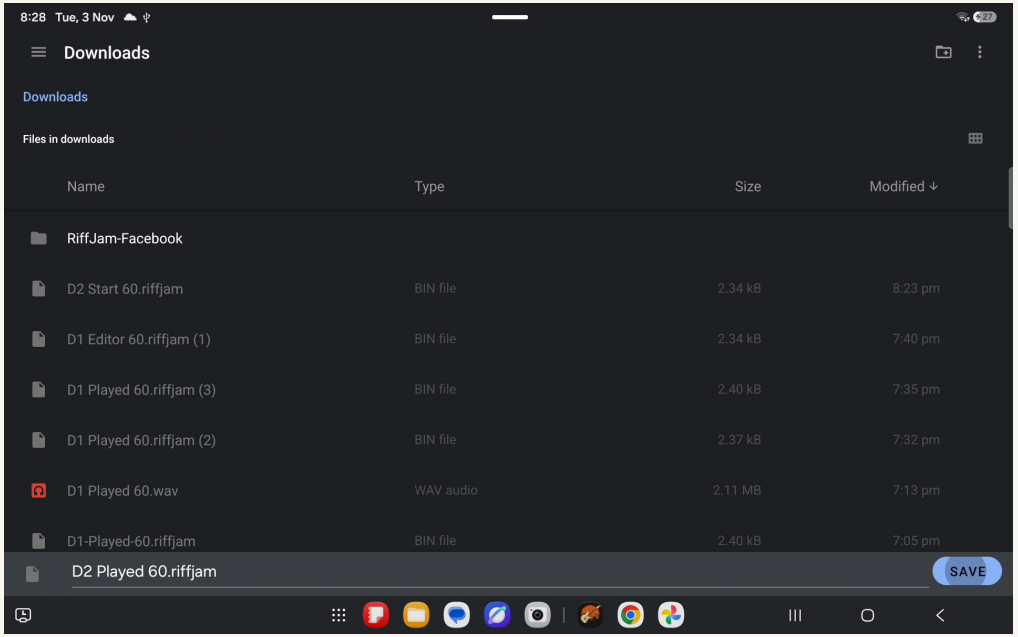
Follow the shared setup, then choose one route. Pause the video whenever you need.

Save / D2 Played 60



Return to Session. Save as Copy, name it D two Played sixty, and Save.

Export the played checkpoint

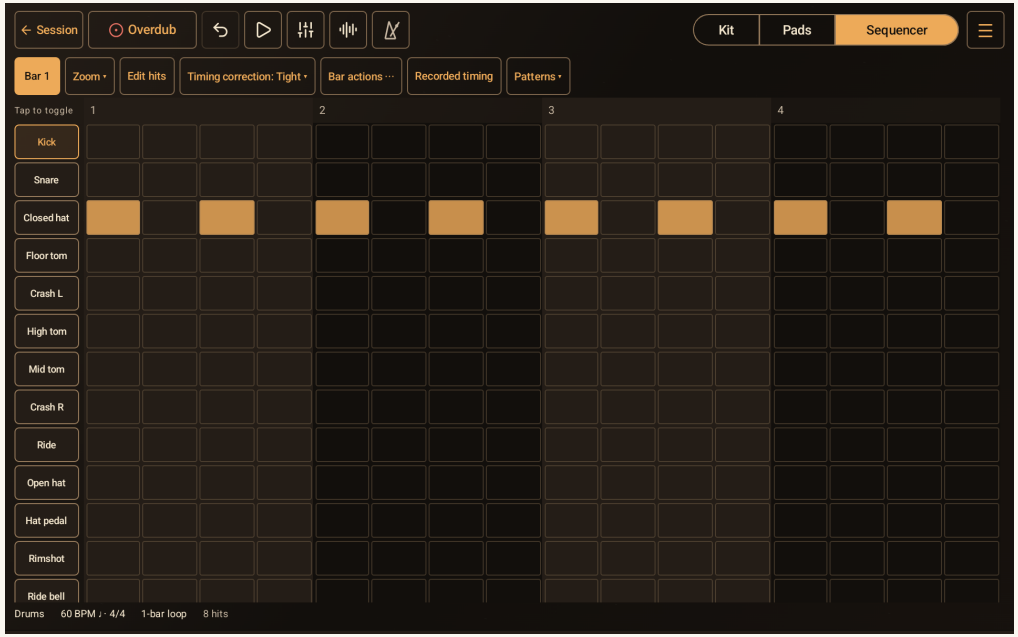


Export your RiffJam session and Save. Next we will add the snare in two easy layers.

Build in the editor

Follow the shared setup, then choose one route. Pause the video whenever you need.

Sequencer / Kick row



Choose Sequencer. Leave Edit hits off. Use the Kick row, above Snare and Closed Hat. Four little cells make one beat. Count them one, ee, and, ah.

Beats 1 and 2



For beat one, tap its first, third and fourth cells. For beat two, tap only its second cell.

Build in the editor

Follow the shared setup, then choose one route. Pause the video whenever you need.

Beats 3 and 4



Repeat that shape: the first, third and fourth cells of beat three, then the second cell of beat four. Keep the hats as they are.

Hear the kick and hats

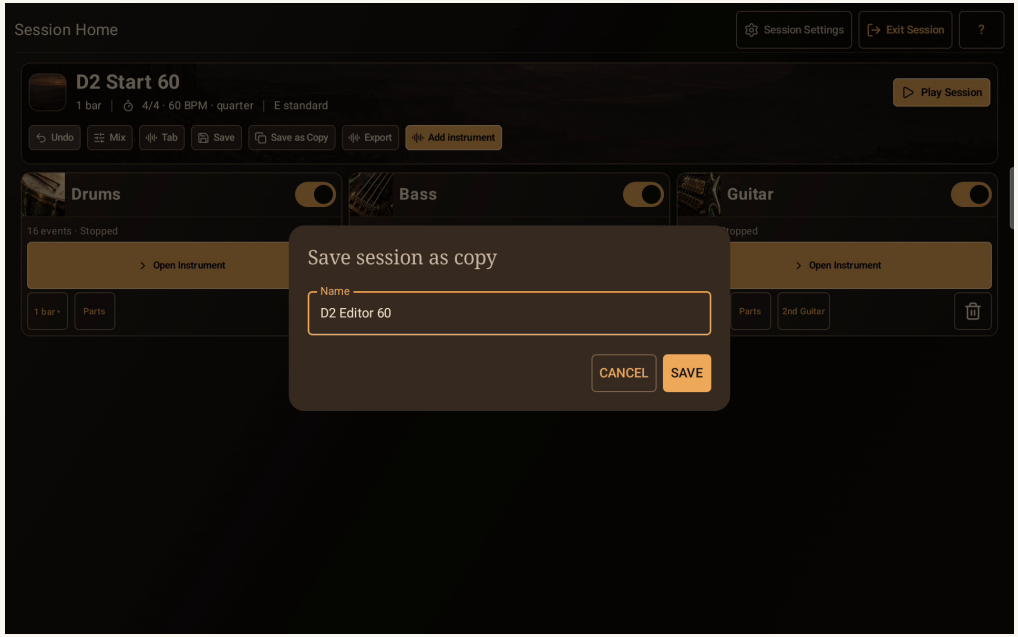


Listen for two complete loops. The pattern has eight kicks and eight hats. Tap an unwanted cell again to remove it.

Build in the editor

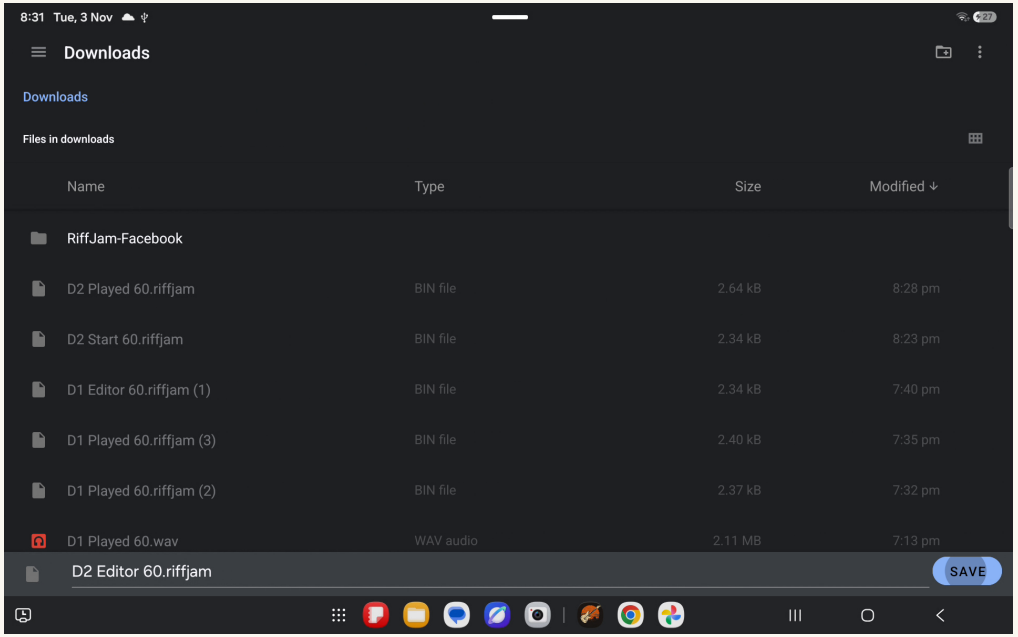
Follow the shared setup, then choose one route. Pause the video whenever you need.

Save / D2 Editor 60



Return to Session. Save as Copy, name it D two Editor sixty, and Save.

Export the editor checkpoint



Export your RiffJam session and Save. Next we will add the snare. You only need one of these two kick routes.