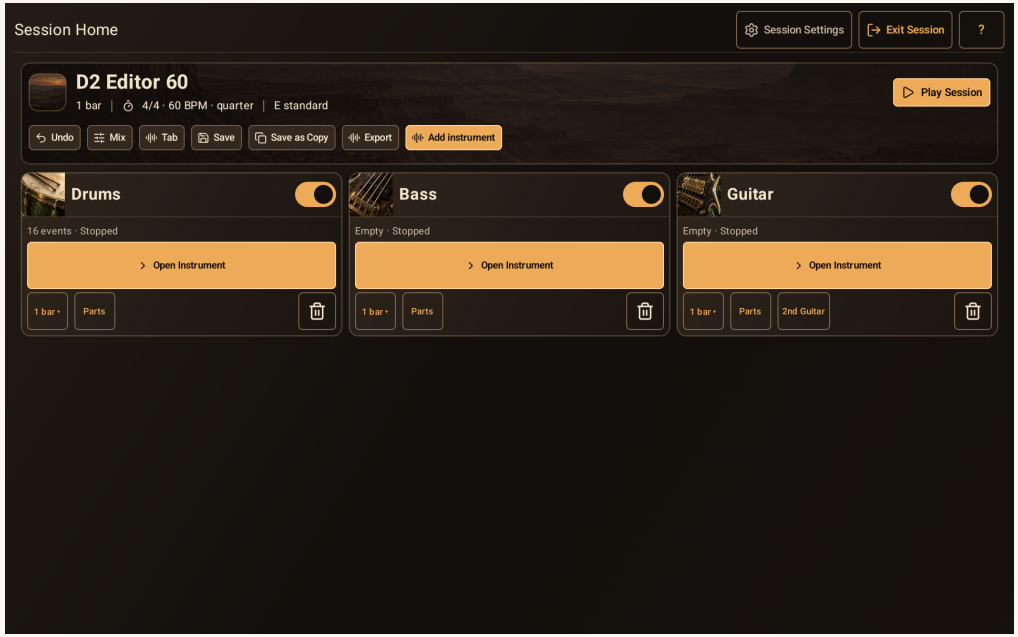
Shared setup

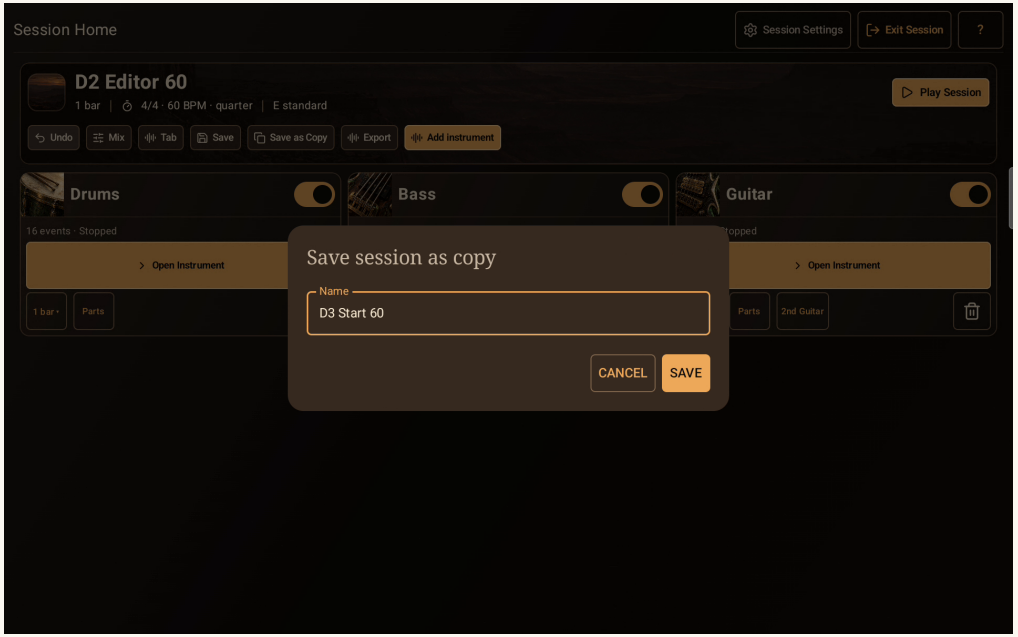
Follow the shared setup, then choose one route. Pause the video whenever you need.

Drums 3 / Backbeat and ghost notes



Start with your finished kick and hats at sixty BPM. We will add the snare in two passes, so you only need one pad at a time.

Save / D3 Start 60

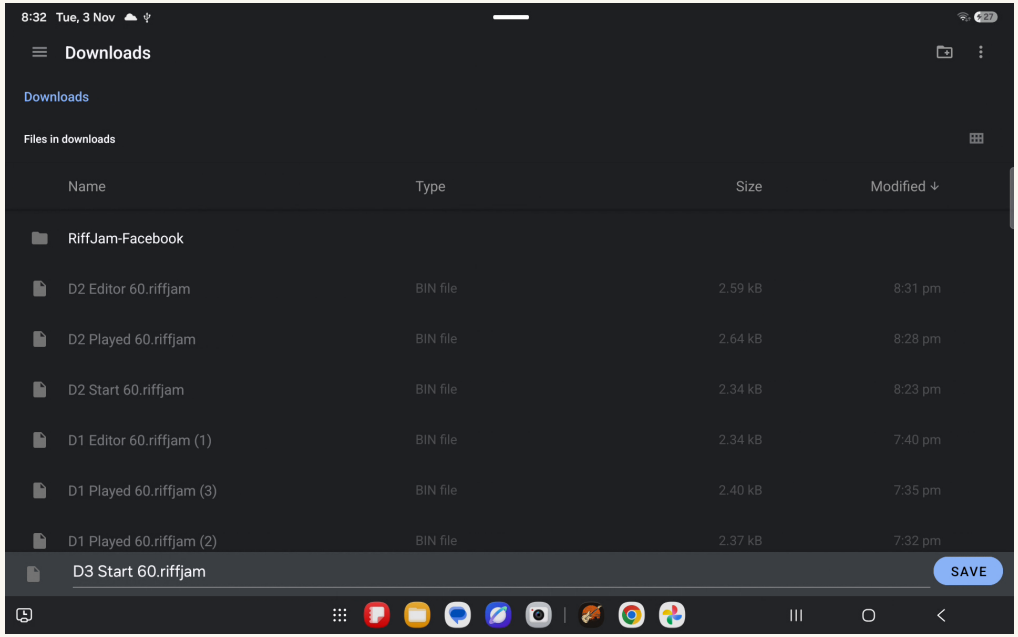


Tap Save as Copy. Name this D three Start sixty, then Save.

Shared setup

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

Export an editable session



Tap Export, choose RiffJam session, then Save.

Open Drums

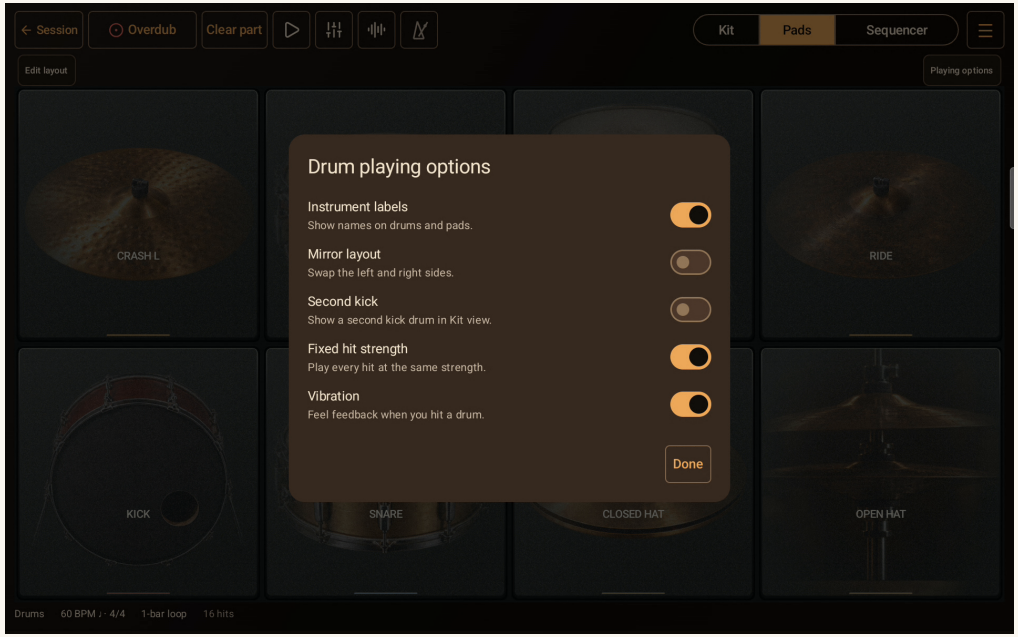


Open Drums. This lesson has separate playing and Sequencer versions. Choose whichever route you prefer.

Play the part

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

Pads / Fixed strength



Choose Pads, then Playing options. Keep Fixed hit strength on and tap Done. Both passes start equally loud; we will make the ghost notes quiet in the dynamics lesson.

Main snare / Beats 2 and 4

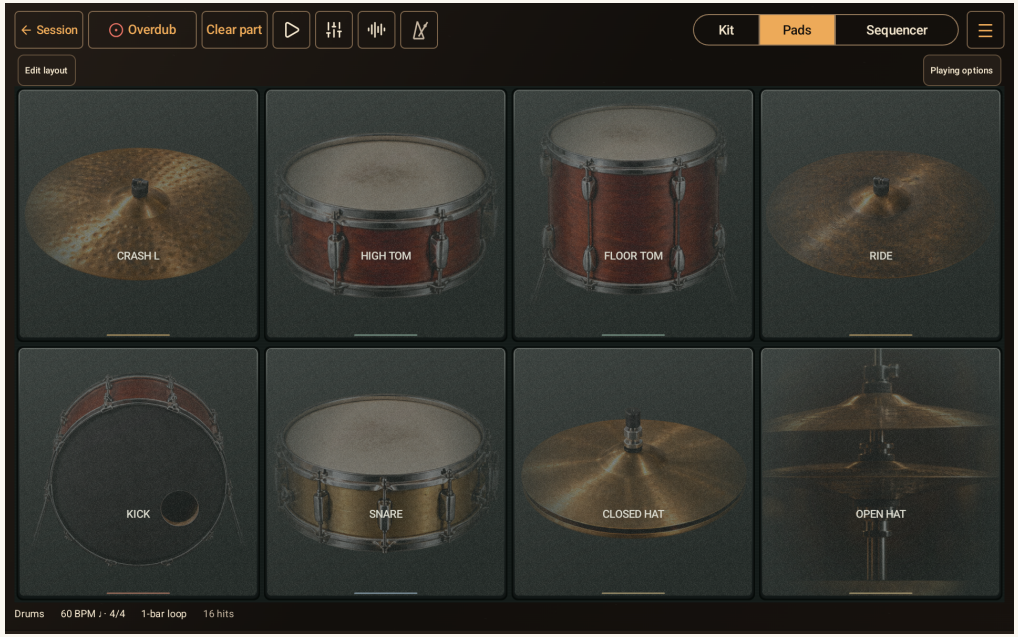


Count one, two, three, four. Tap Snare on two and four. Those strong snare beats are called the backbeat. Practise the two taps before recording.

Play the part

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

Practise / Snare on 2 and 4



Listen to two bars. Keep counting through the spaces.

Add the main snare



Tap Overdub. Wait through the four count-in clicks, then play two and four. Finish take after your second hit. Stop tapping when the loop repeats.

Play the part

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

Count in / Two snare hits



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.

Stop playback

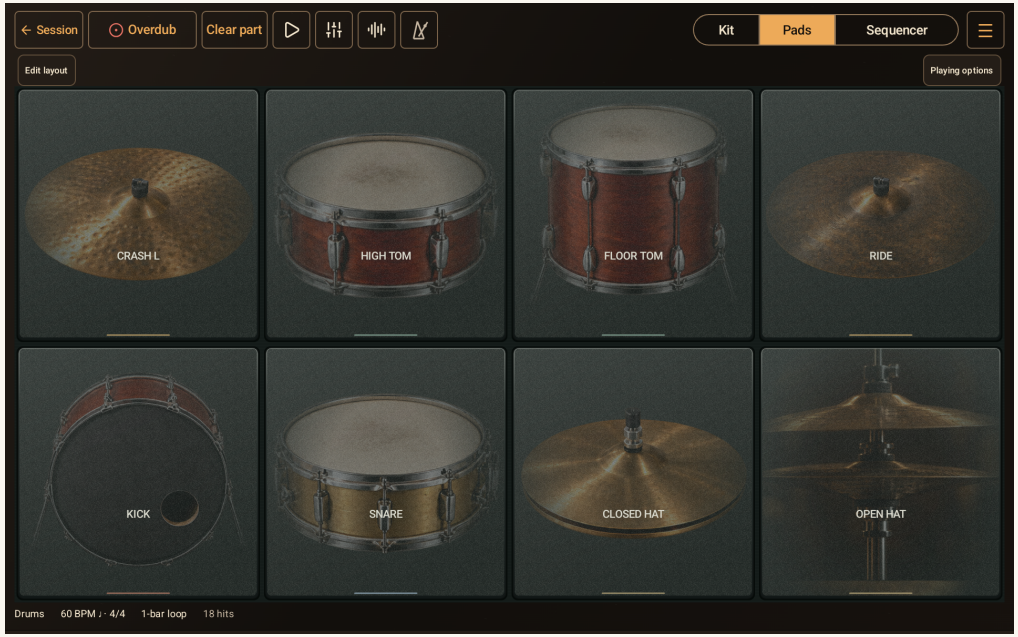


Tap Stop playback before the next overdub. You should now have eighteen hits: eight hats, eight kicks and two snares.

Play the part

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

Ghost notes / The a of 2 and 4



Ghost notes are soft snare taps between the strong ones. Count each beat as number, ee, and, ah. Our extra taps fall on the ah of two and four.

Practise / Two extra taps

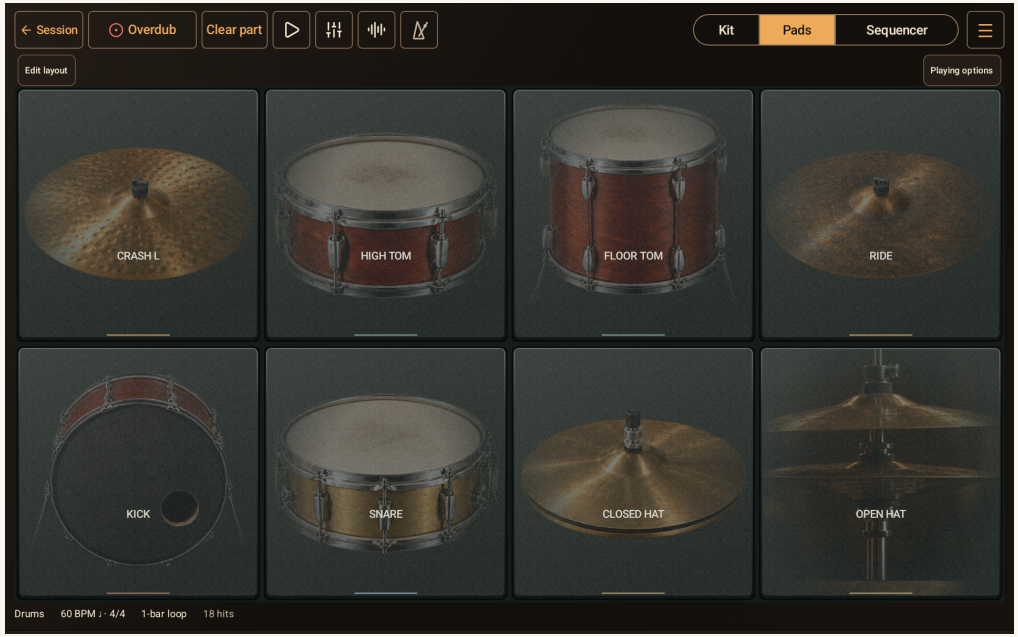


Try that spacing without recording. We will set the exact soft strength later, so concentrate on when you tap.

Play the part

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

Overdub the ghost notes



Tap Overdub again and wait for the count-in. Play the two extra taps. After the last one, stop tapping and then Finish take. It is fine for the loop to come round while you reach the button.

Count in / Two ghost-note positions



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.

Play the part

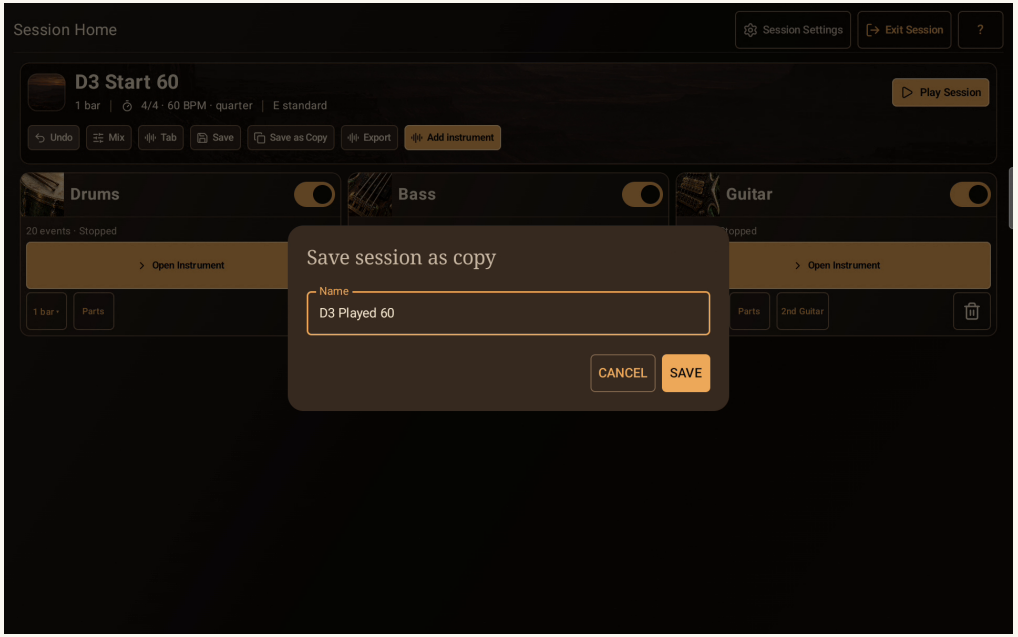
Follow the shared setup, then choose one route. Pause the video whenever you need.

Check all four snares



Stop playback and open Sequencer. In Playback timing, Snare should fill cells five, eight, thirteen and sixteen. Together with the kick and hats, that makes twenty hits.

Save / D3 Played 60



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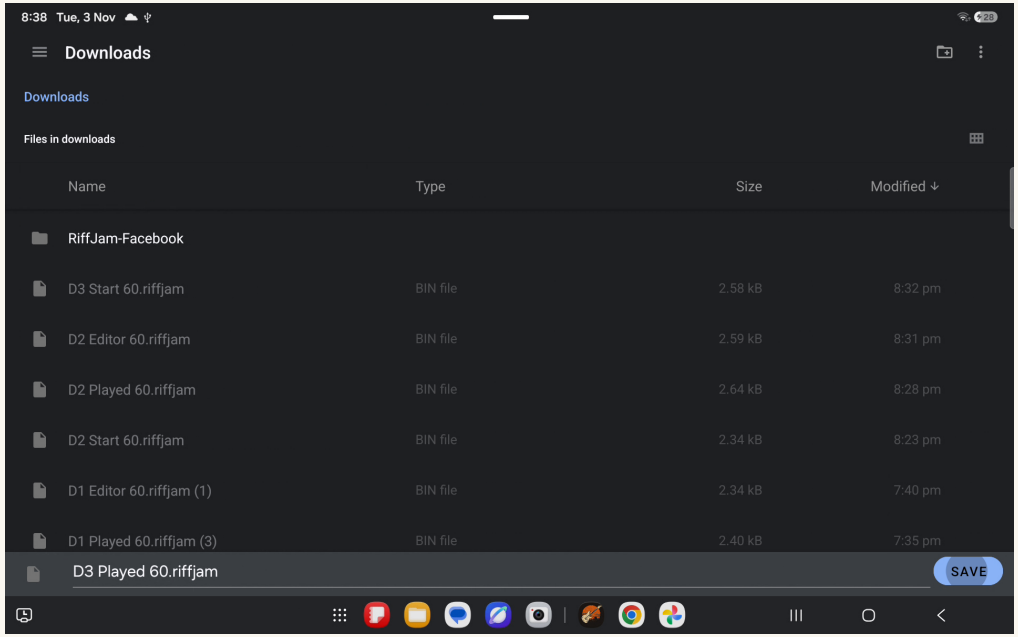
Play the part

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

Export an editable session



Tap Export, choose RiffJam session, then Save.

Build in the editor

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

Sequencer / Snare row



Choose Sequencer. Leave Edit hits off and use the Snare row. Each beat contains four cells.

Strong snare / 2 and 4



Tap the first cell of beat two, then the first cell of beat four. These are cells five and thirteen across the bar.

Build in the editor

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

Ghost positions / a of 2 and 4



Add the last cell of beat two and the last cell of beat four: cells eight and sixteen. These will become the quiet ghost notes.

Hear all twenty hits

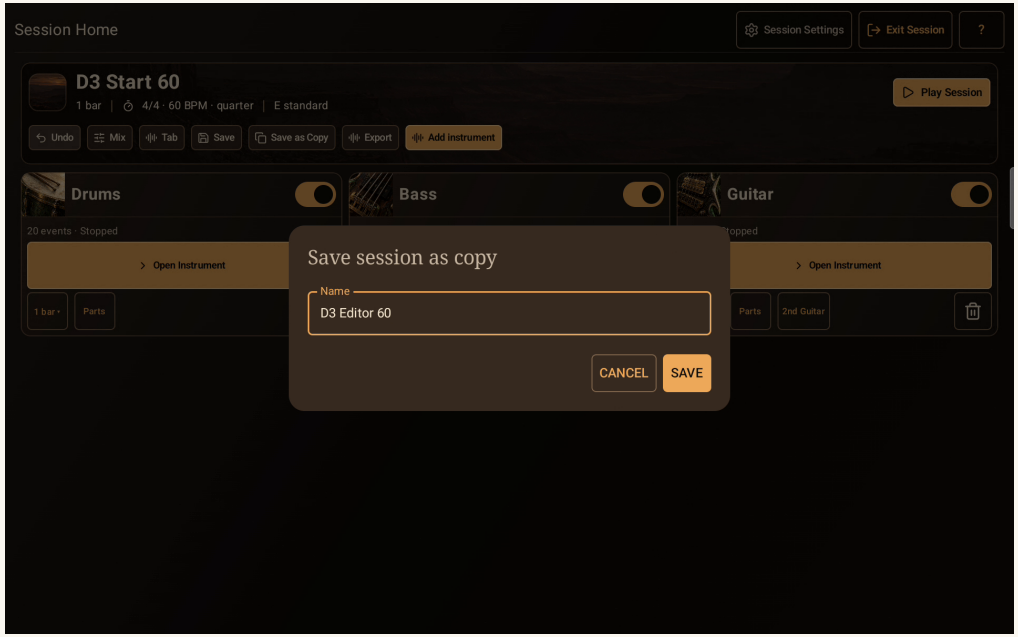


Play two loops. You have eight hats, eight kicks and four snares. Next, the shared dynamics lesson makes the groove breathe and extends it to seven bars.

Build in the editor

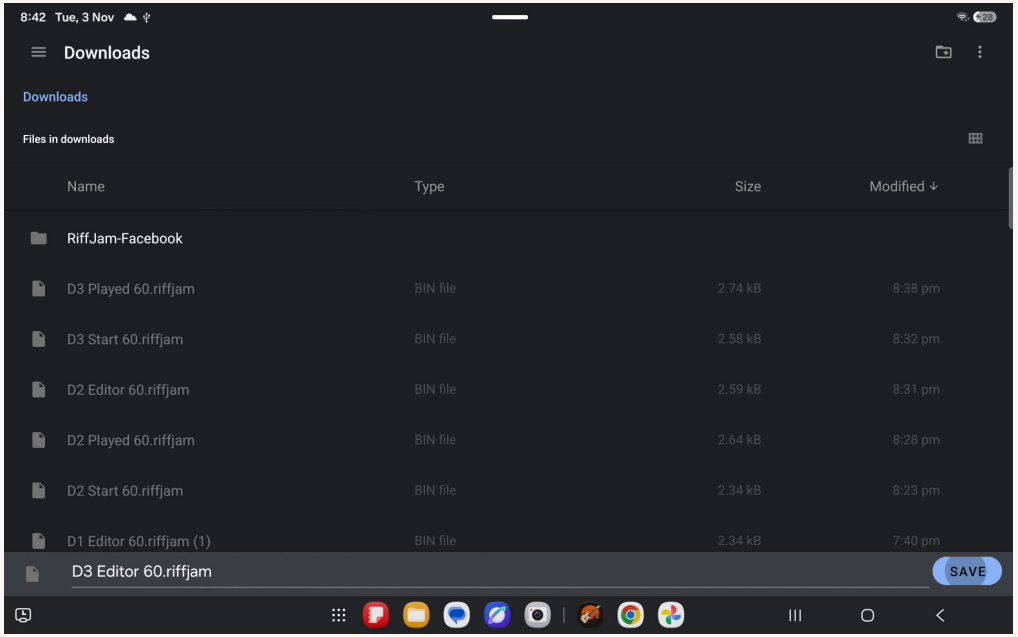
Follow the shared setup, then choose one route. Pause the video whenever you need.

Save / D3 Editor 60



Tap Save as Copy. Name this D three Editor sixty, then Save.

Export an editable session



Tap Export, choose RiffJam session, then Save.