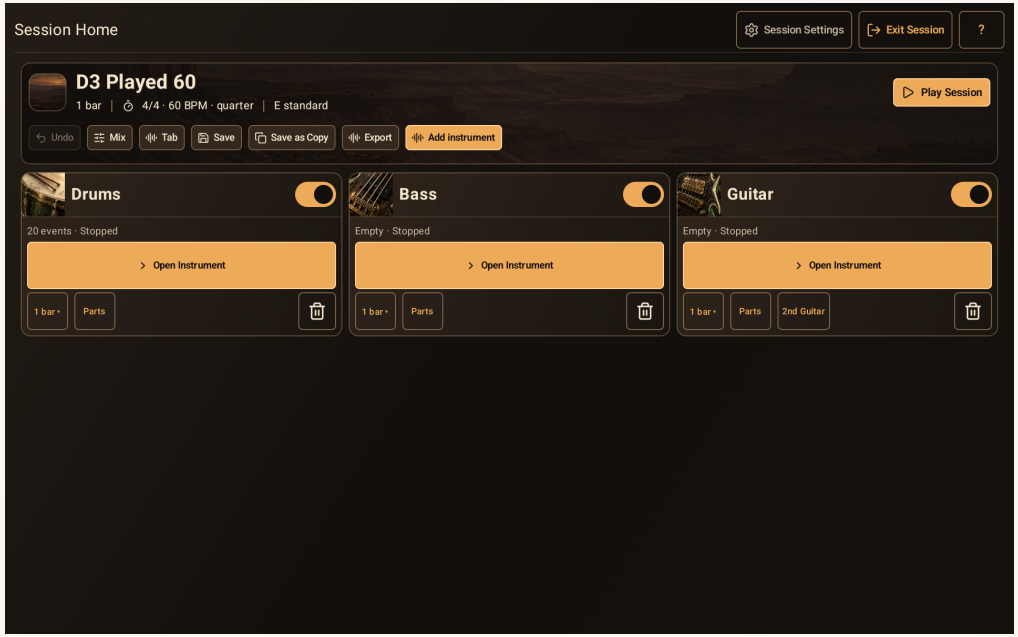
Timing and dynamics

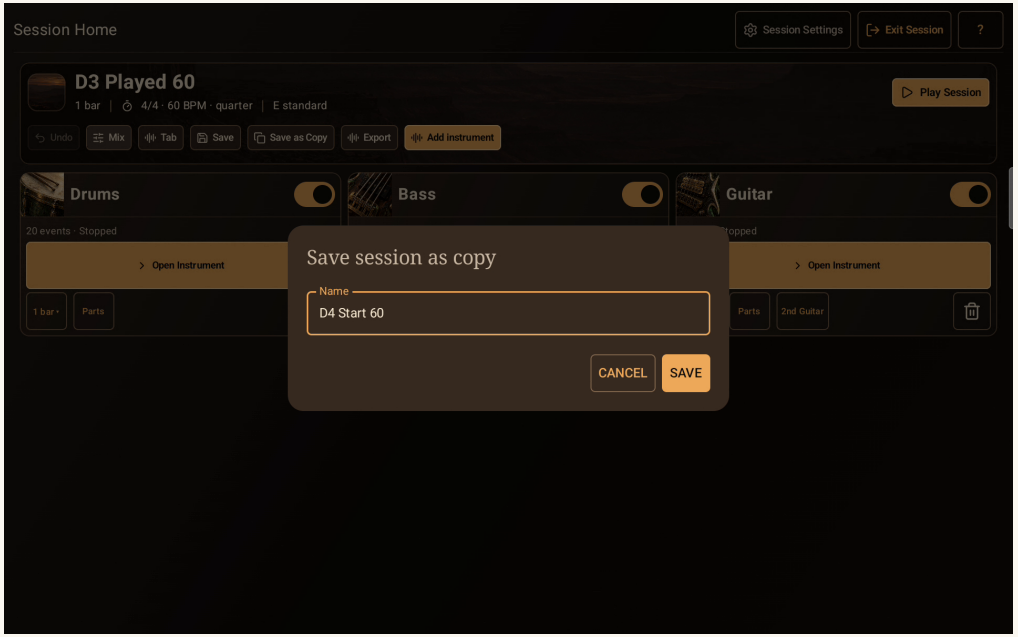
Follow these shared lessons in order. Pause whenever you need.

Drums 4A / Timing and dynamics



Start with your finished snare lesson. Either route works. We will place each hit precisely, then set its strength. Dynamics means the pattern of louder and softer hits.

Save / D4 Start 60



Save as Copy, name it D four Start sixty, and Save. Export a RiffJam session if you want to keep this starting point.

Timing and dynamics

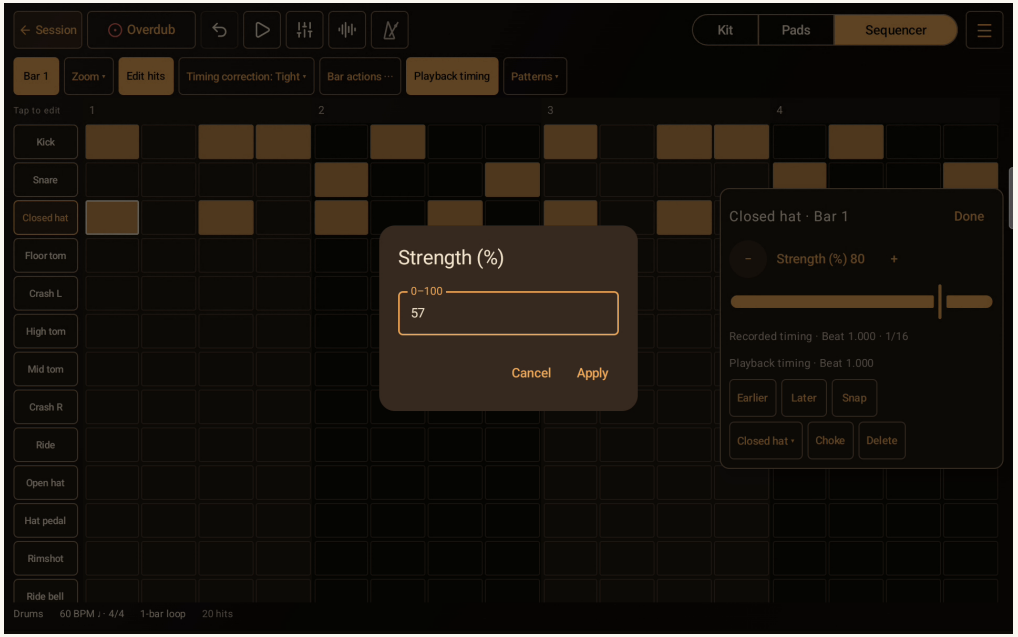
Follow these shared lessons in order. Pause whenever you need.

Sequencer / Edit hits



Open Drums and choose Sequencer. Choose Playback timing, then turn on Edit hits. Now tapping an existing hit opens its controls instead of deleting it.

First hat / Snap / 57 percent

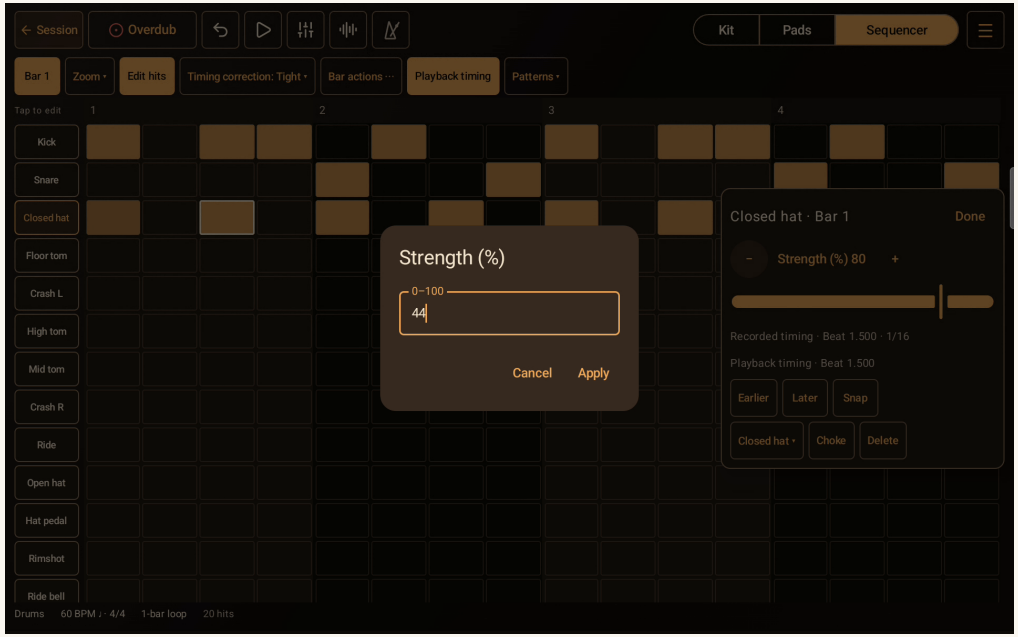


Open the first closed hat. Tap Snap to store its position on the sixteenth-note grid. Tap Strength, enter fifty-seven, then Apply and Done. Strength controls how hard the hit sounds.

Timing and dynamics

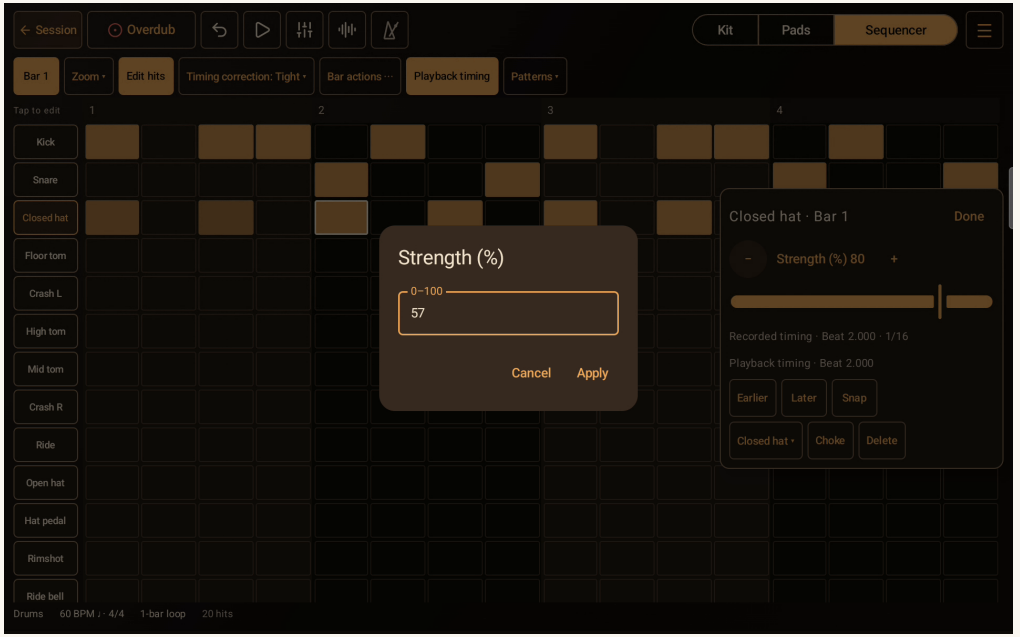
Follow these shared lessons in order. Pause whenever you need.

Hat 2 / 44 percent



The hat on and of one: Snap, then set strength to 44, Apply, and Done.

Hat 3 / 57 percent

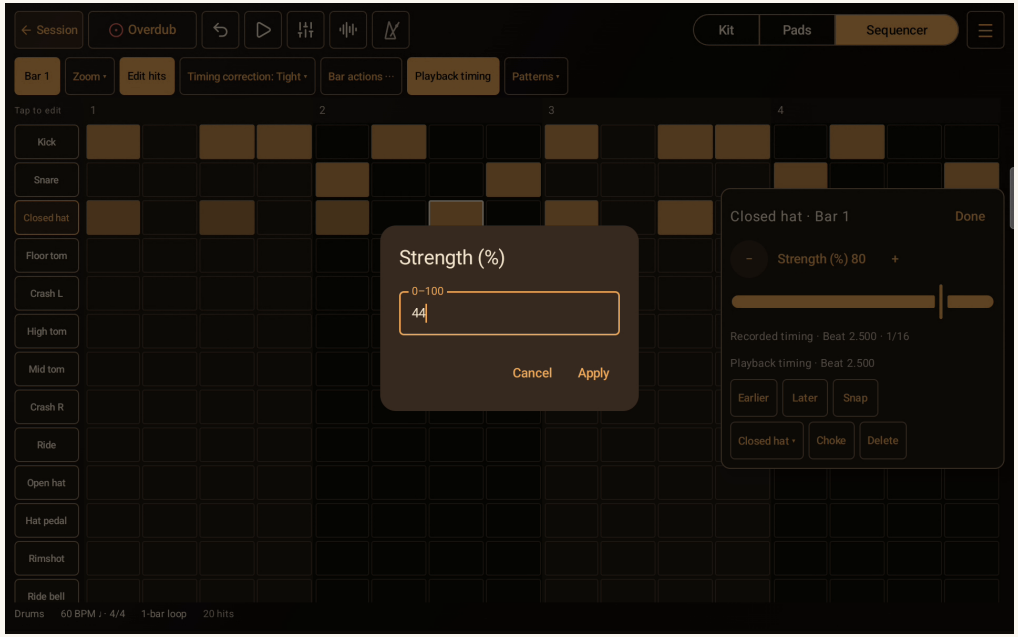


The hat on two: Snap, then set strength to 57, Apply, and Done.

Timing and dynamics

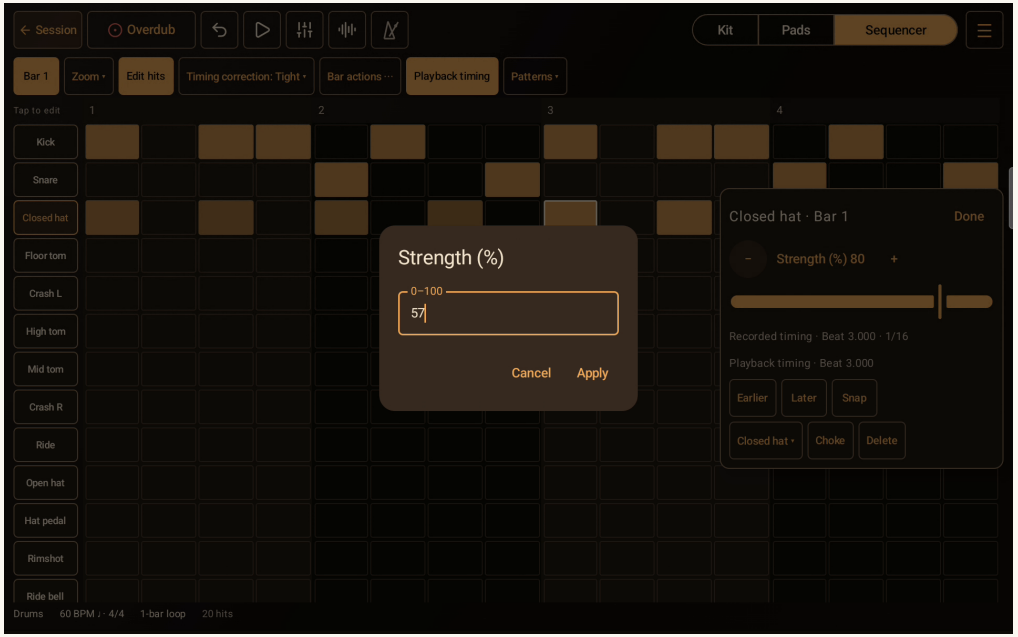
Follow these shared lessons in order. Pause whenever you need.

Hat 4 / 44 percent



The hat on and of two: Snap, then set strength to 44, Apply, and Done.

Hat 5 / 57 percent

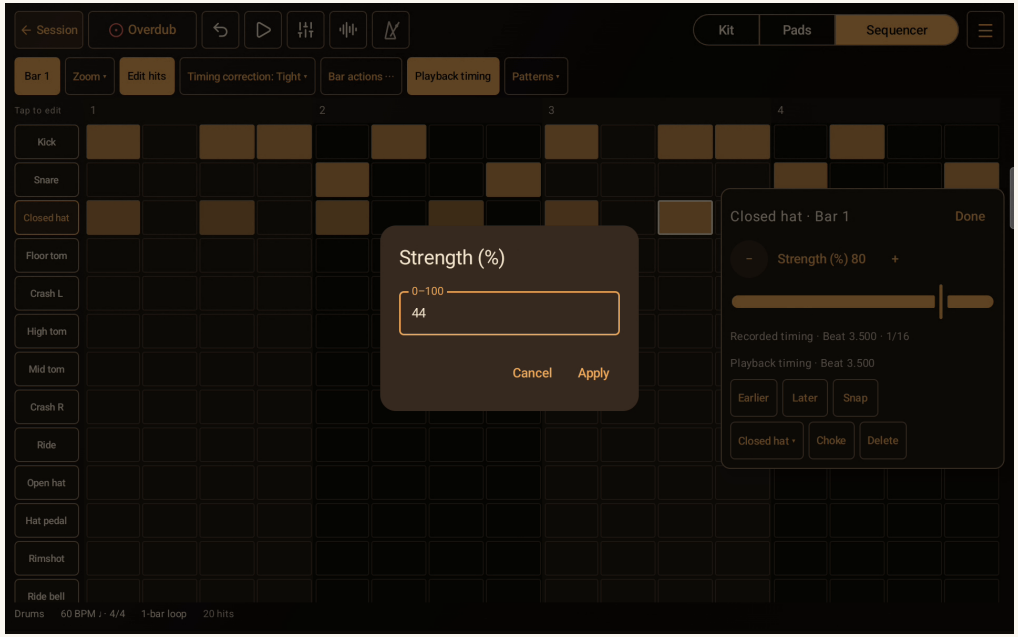


The hat on three: Snap, then set strength to 57, Apply, and Done.

Timing and dynamics

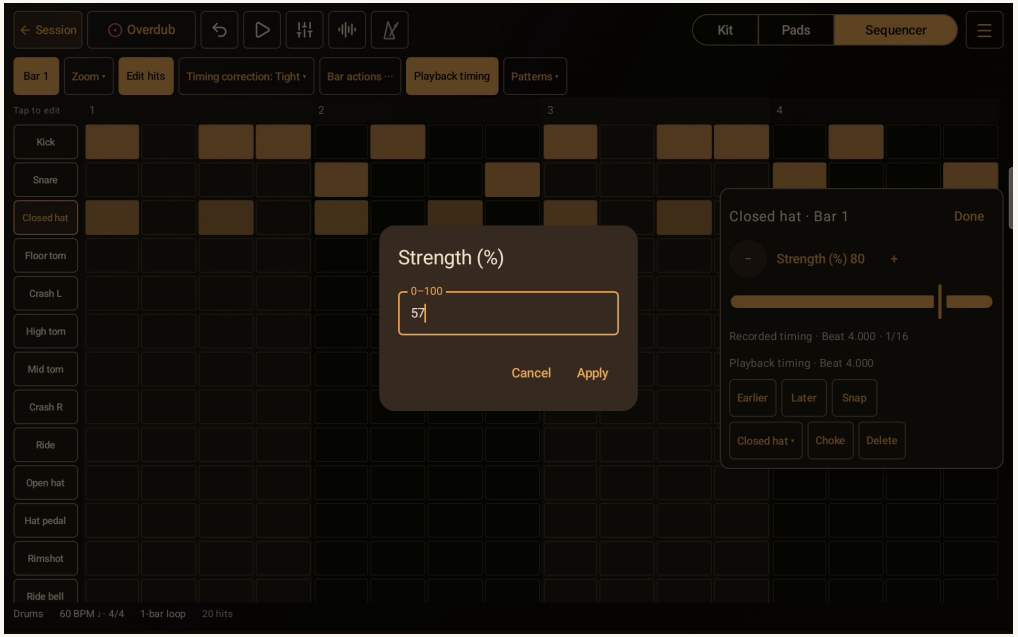
Follow these shared lessons in order. Pause whenever you need.

Hat 6 / 44 percent



The hat on and of three: Snap, then set strength to 44, Apply, and Done.

Hat 7 / 57 percent

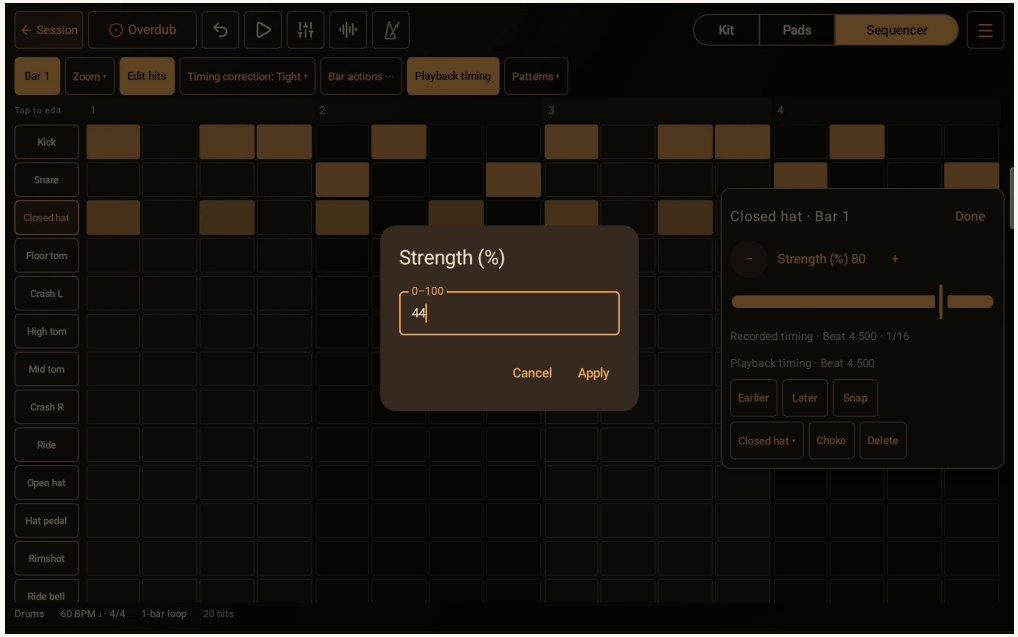


The hat on four: Snap, then set strength to 57, Apply, and Done.

Timing and dynamics

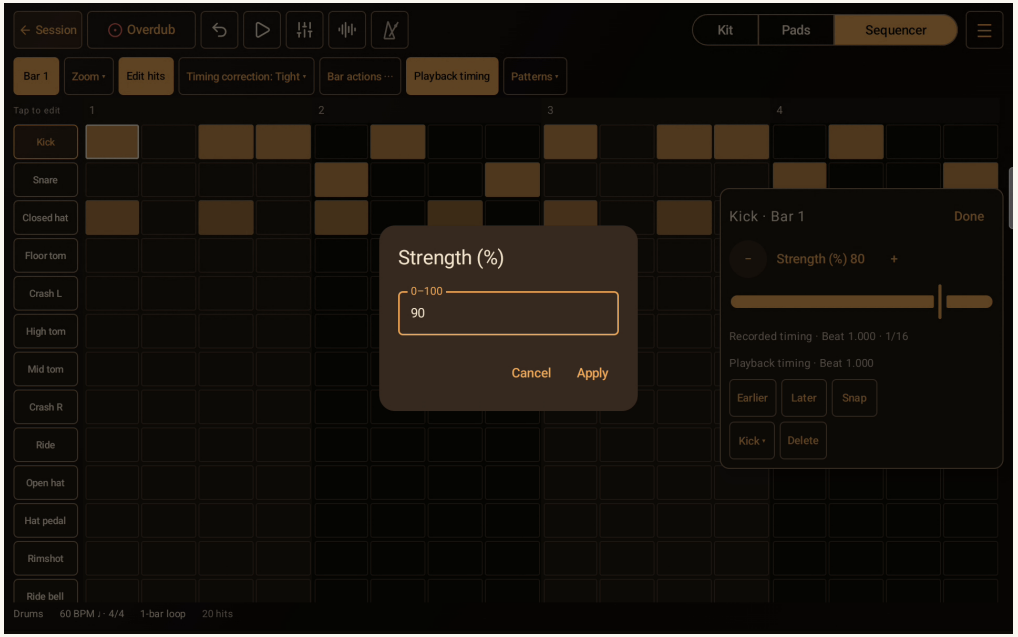
Follow these shared lessons in order. Pause whenever you need.

Hat 8 / 44 percent



The hat on and of four: Snap, then set strength to 44, Apply, and Done.

Kick / Beat 1 / 90 percent

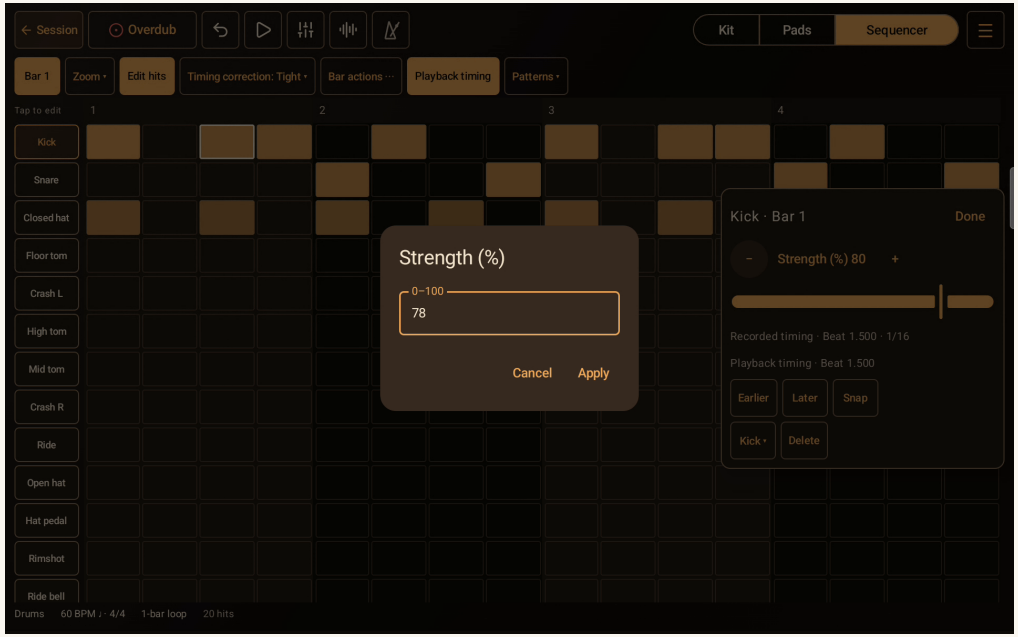


Move to the Kick row. The kick on one is strong: Snap and set ninety percent. Apply, then Done.

Timing and dynamics

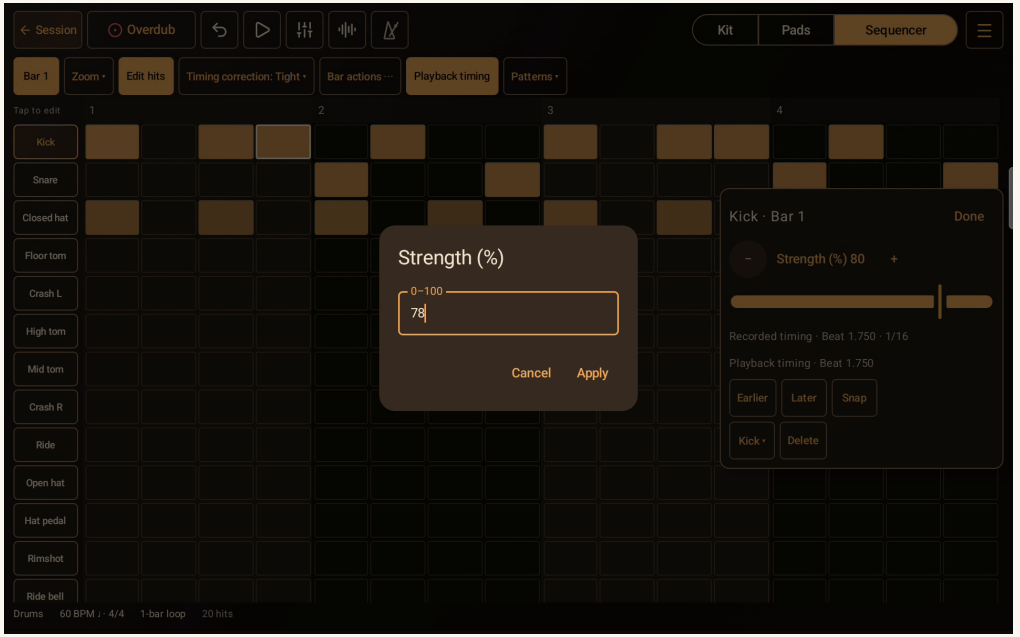
Follow these shared lessons in order. Pause whenever you need.

Kick 2 / 78 percent



The kick on and of one: Snap, then 78 percent, Apply, and Done.

Kick 3 / 78 percent

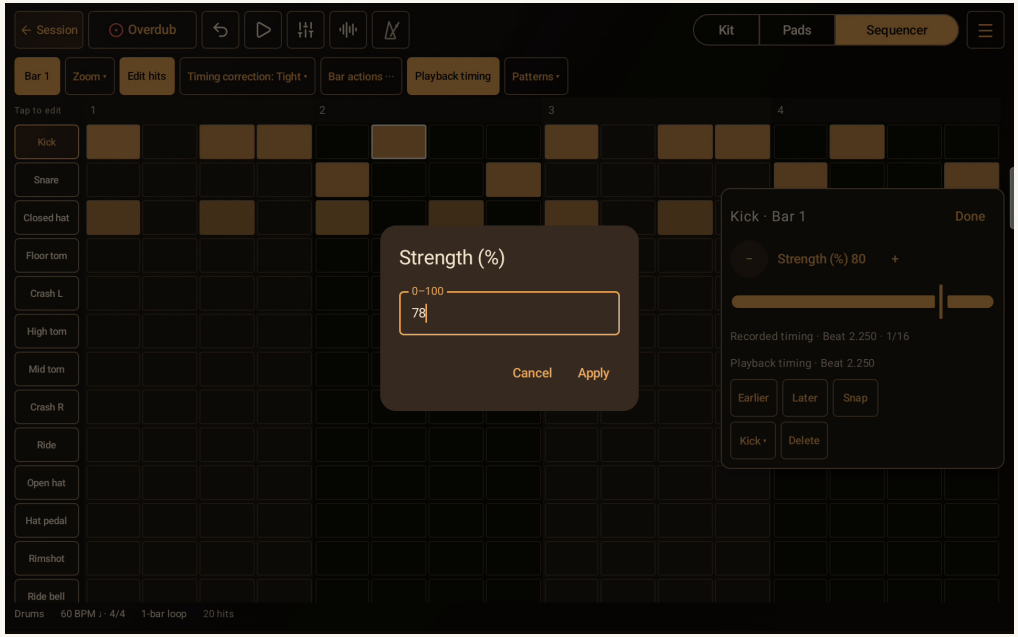


The kick on ah of one: Snap, then 78 percent, Apply, and Done.

Timing and dynamics

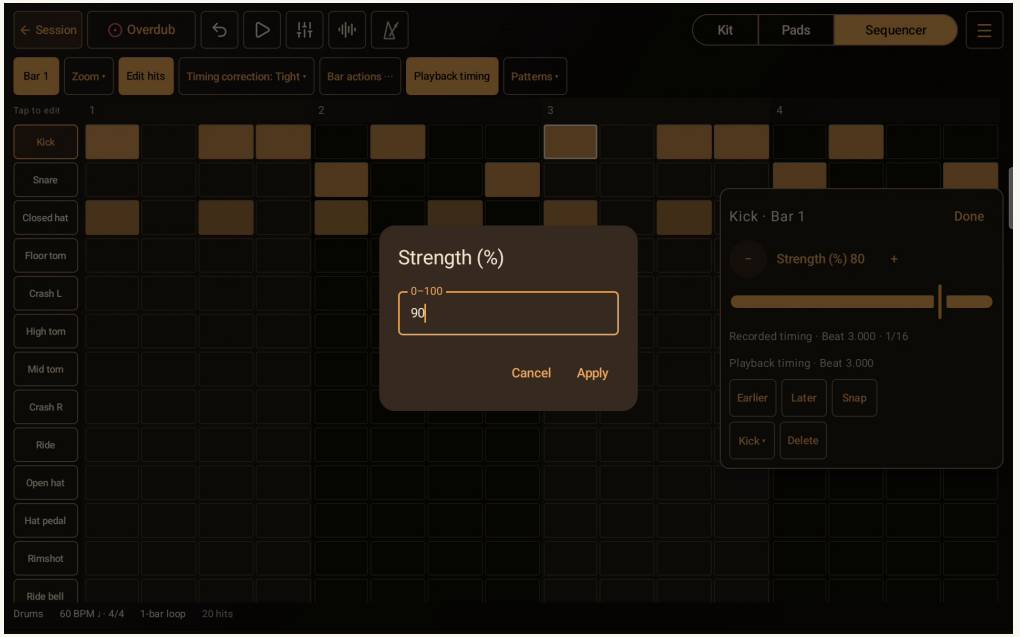
Follow these shared lessons in order. Pause whenever you need.

Kick 4 / 78 percent



The kick on ee of two: Snap, then 78 percent, Apply, and Done.

Kick 5 / 90 percent

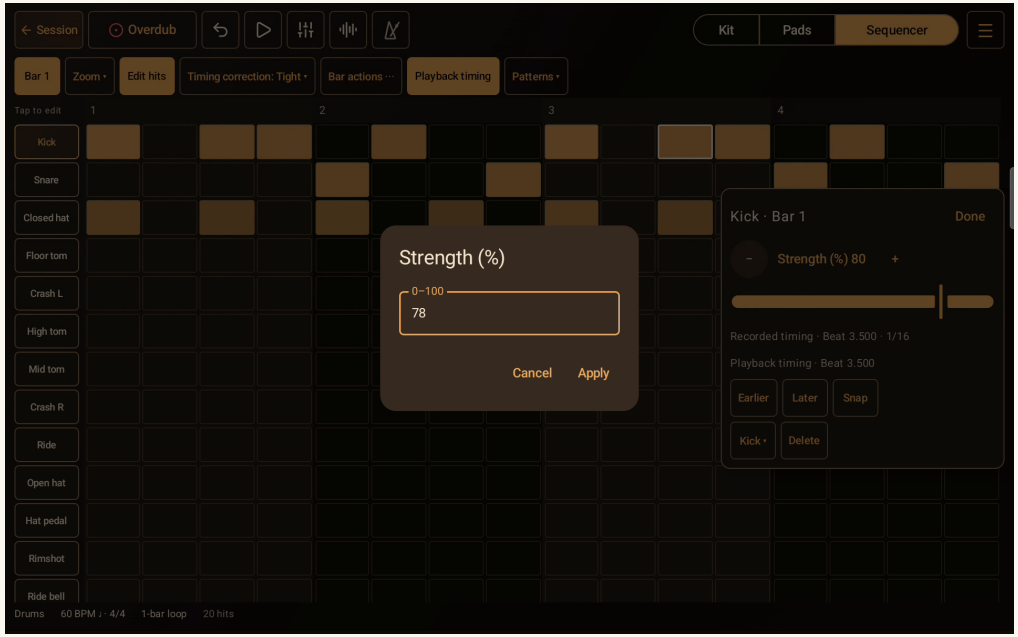


The kick on three: Snap, then 90 percent, Apply, and Done.

Timing and dynamics

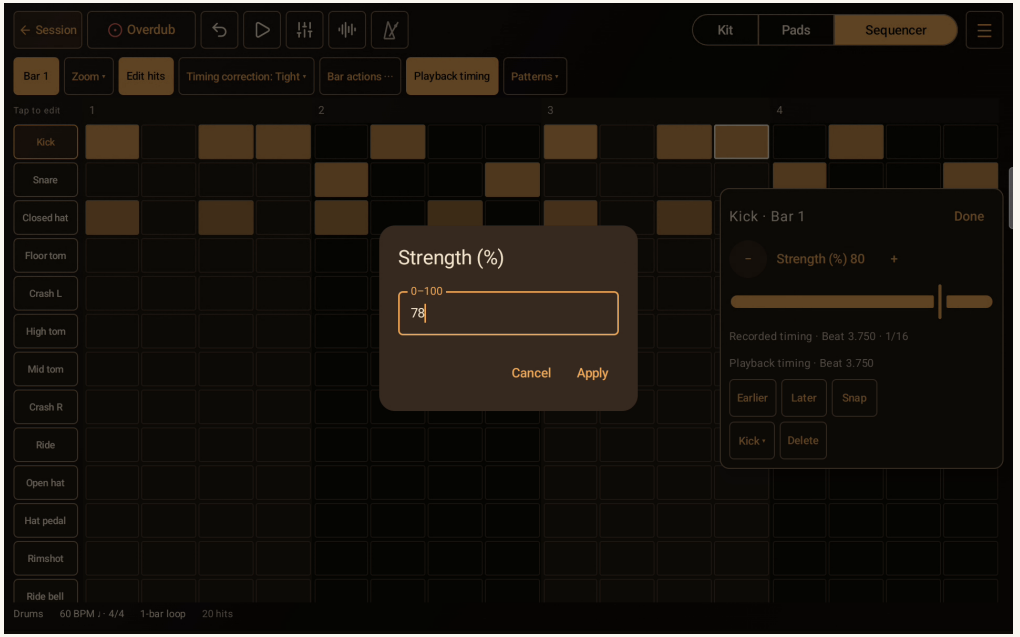
Follow these shared lessons in order. Pause whenever you need.

Kick 6 / 78 percent



The kick on and of three: Snap, then 78 percent, Apply, and Done.

Kick 7 / 78 percent

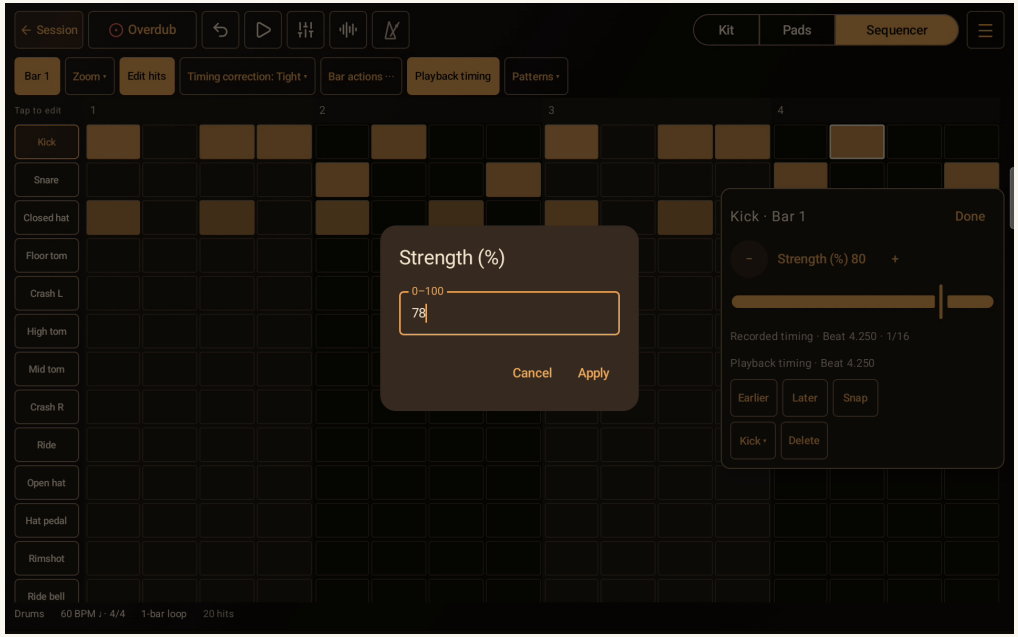


The kick on ah of three: Snap, then 78 percent, Apply, and Done.

Timing and dynamics

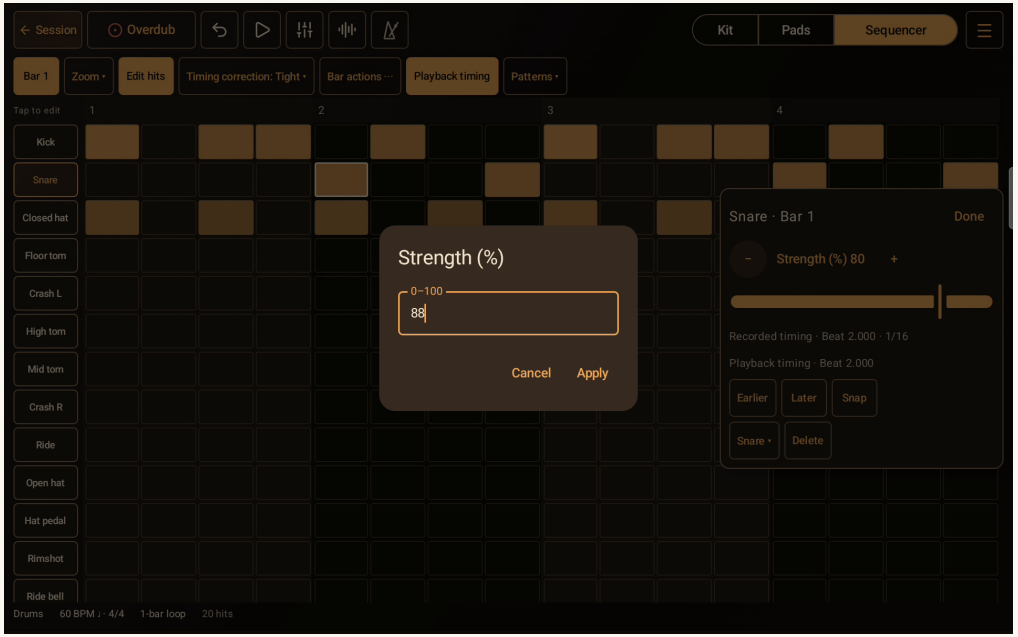
Follow these shared lessons in order. Pause whenever you need.

Kick 8 / 78 percent



The kick on ee of four: Snap, then 78 percent, Apply, and Done.

Snare / Beat 2 / 88 percent



For Snare, the backbeat on two gets eighty-eight percent. Snap, enter the strength, Apply, and Done.

Timing and dynamics

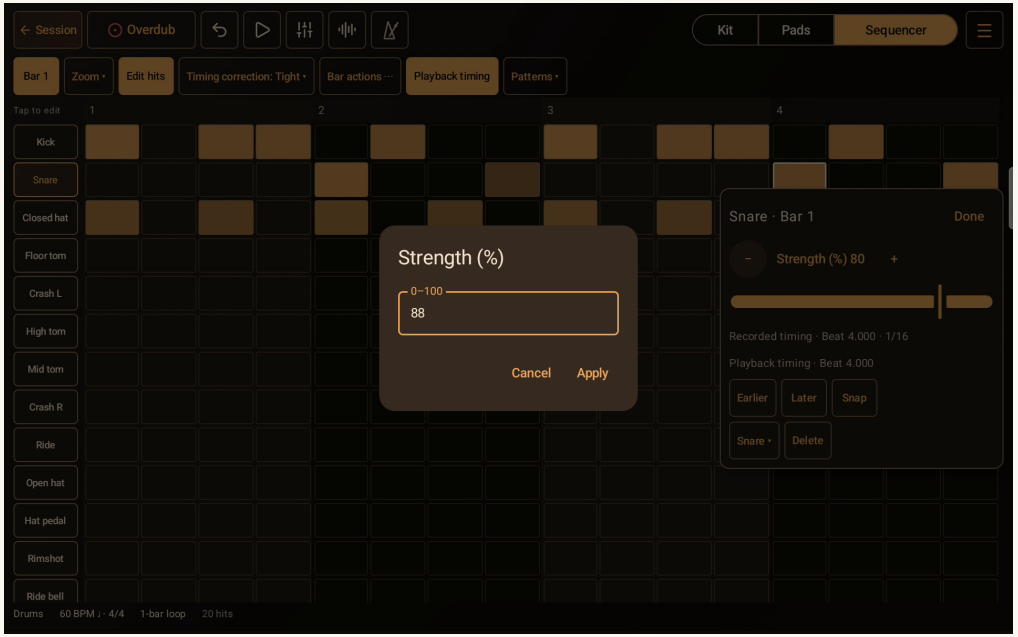
Follow these shared lessons in order. Pause whenever you need.

Snare 2 / 30 percent



The snare on ah of two gets 30 percent. Snap, set the strength, Apply, and Done.

Snare 3 / 88 percent

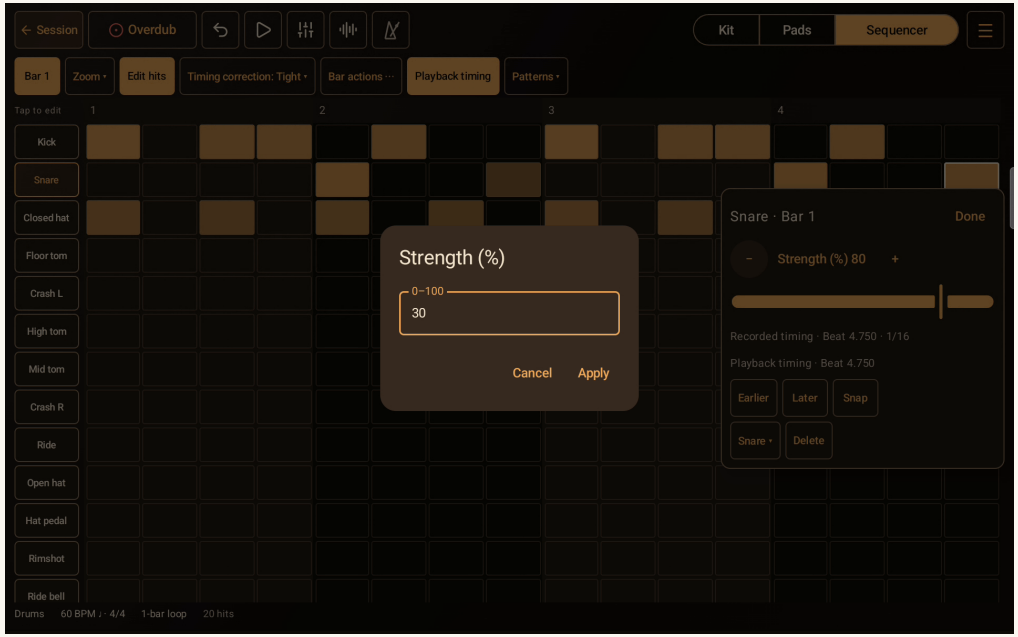


The snare on four gets 88 percent. Snap, set the strength, Apply, and Done.

Timing and dynamics

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

Snare 4 / 30 percent



The snare on ah of four gets 30 percent. Snap, set the strength, Apply, and Done.

Store the timing / Correction Off



Turn Edit hits off. Set Timing correction to Off. We have snapped the stored notes, so the groove now keeps its timing without playback correction.

Timing and dynamics

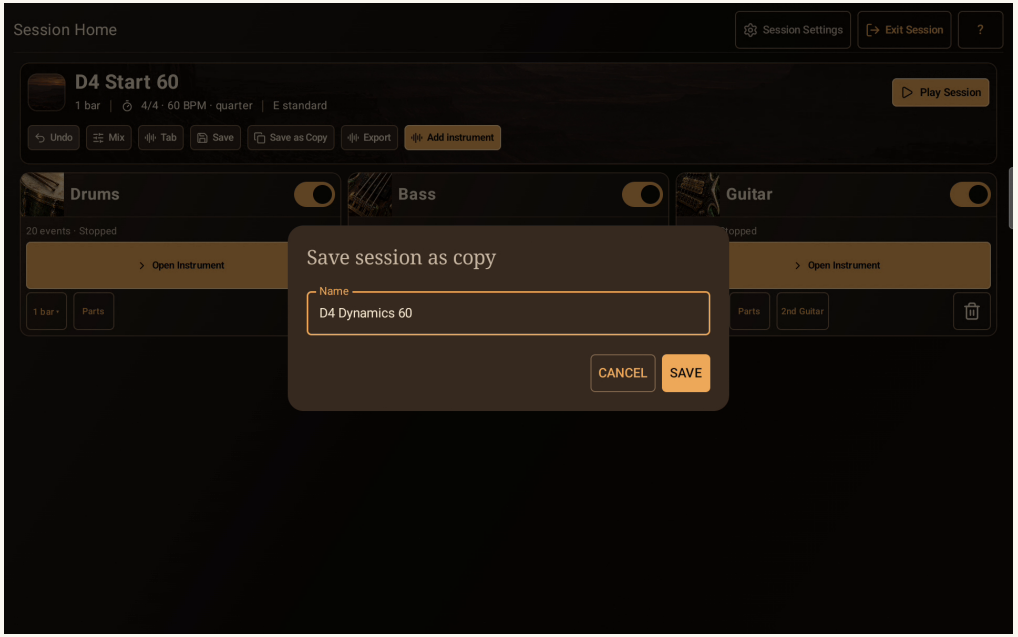
Follow these shared lessons in order. Pause whenever you need.

Listen / Loud and soft



Listen for the strong backbeat and quieter ghost notes. The hats also alternate strong and soft. Keep the session mixer unchanged; mixing comes later.

Save / D4 Dynamics 60

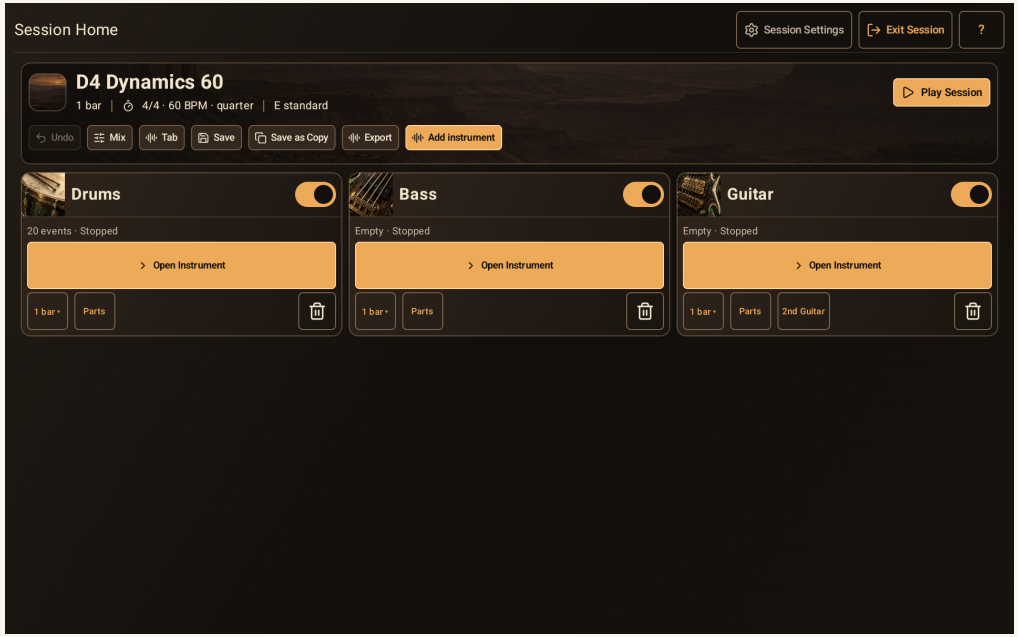


Return to Session. Save as Copy as D four Dynamics sixty, then export a RiffJam session. The next shared video builds the seven-bar arrangement.

Seven-bar arrangement

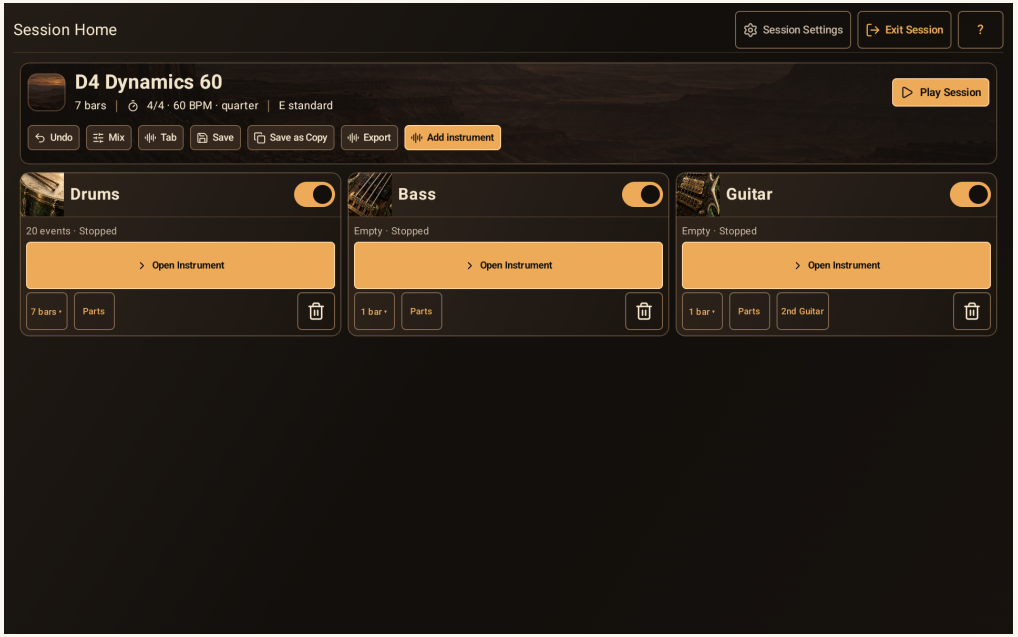
Follow these shared lessons in order. Pause whenever you need.

Drums 4B / Seven-bar arrangement



Open D four Dynamics sixty. We will repeat this finished bar seven times and restore the performance tempo. No new drum sounds or notes are needed.

Drums length / Seven bars

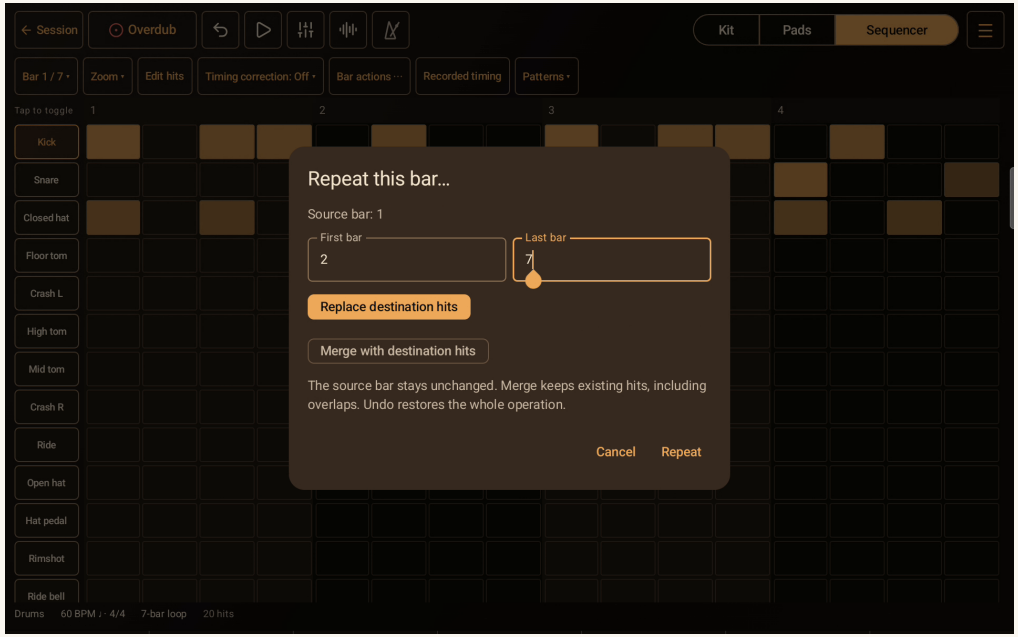


On the Drums card, open its one-bar length menu and choose seven bars. This adds empty time; it does not copy your notes.

Seven-bar arrangement

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

Repeat bar 1 into bars 2 through 7



Open Drums, choose Sequencer and Bar one. Open Bar actions, then Repeat this bar. Set the first destination to two and the last to seven. Keep Replace destination hits selected, then Repeat.

Seven bars / 140 hits

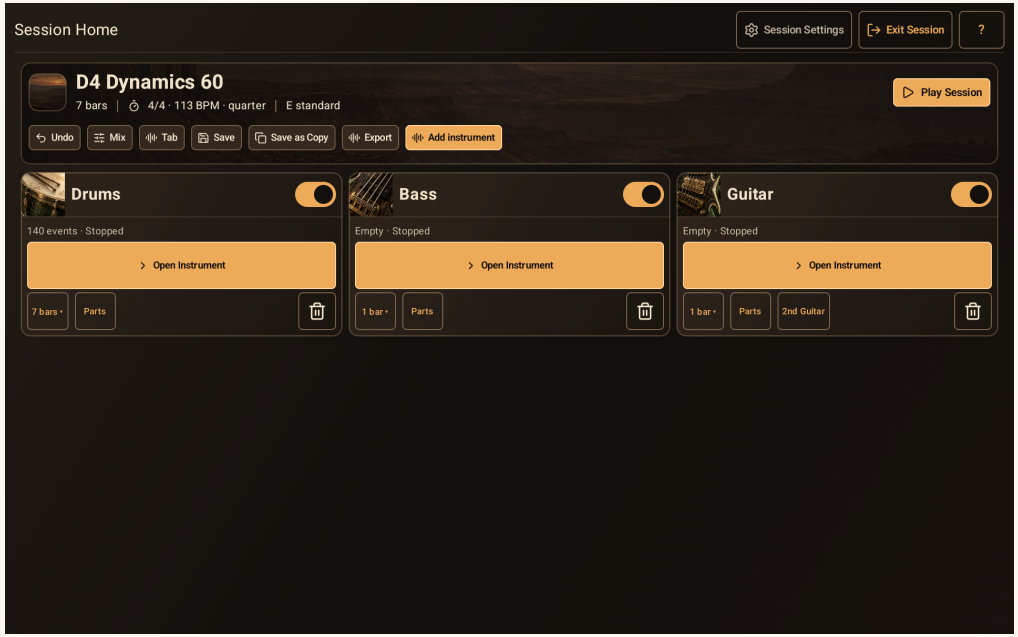


There should now be one hundred and forty hits: twenty in each bar. Check the last bar as well as the first. Replace avoids doubling any existing destination hits.

Seven-bar arrangement

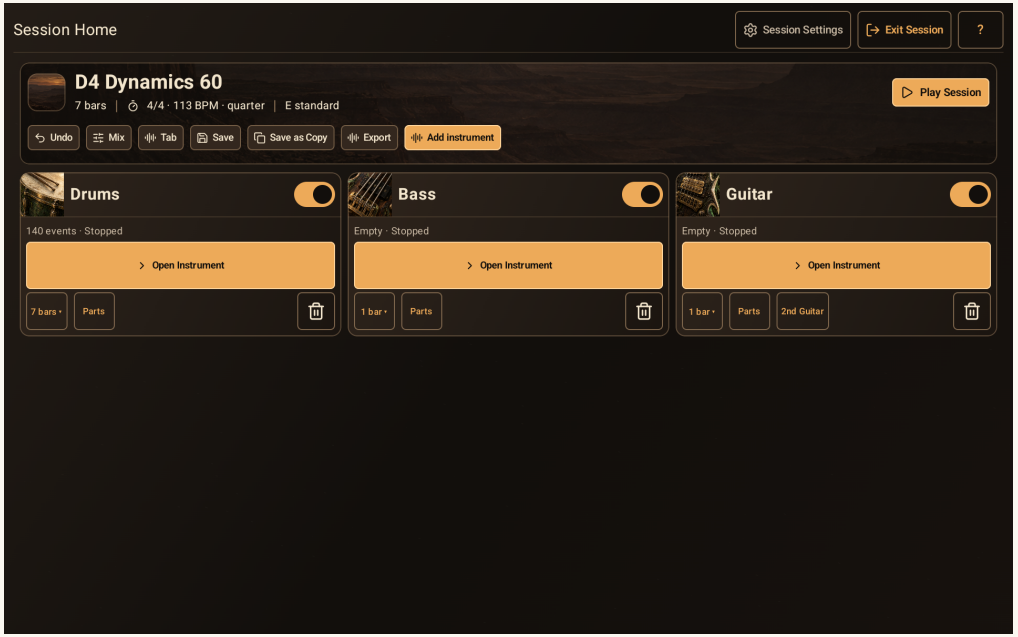
Follow these shared lessons in order. Pause whenever you need.

Performance tempo / 113 BPM



Return to Session and open Session Settings. Tap BPM, enter one hundred and thirteen, and Apply. Return to the session.

Listen / Through the loop join

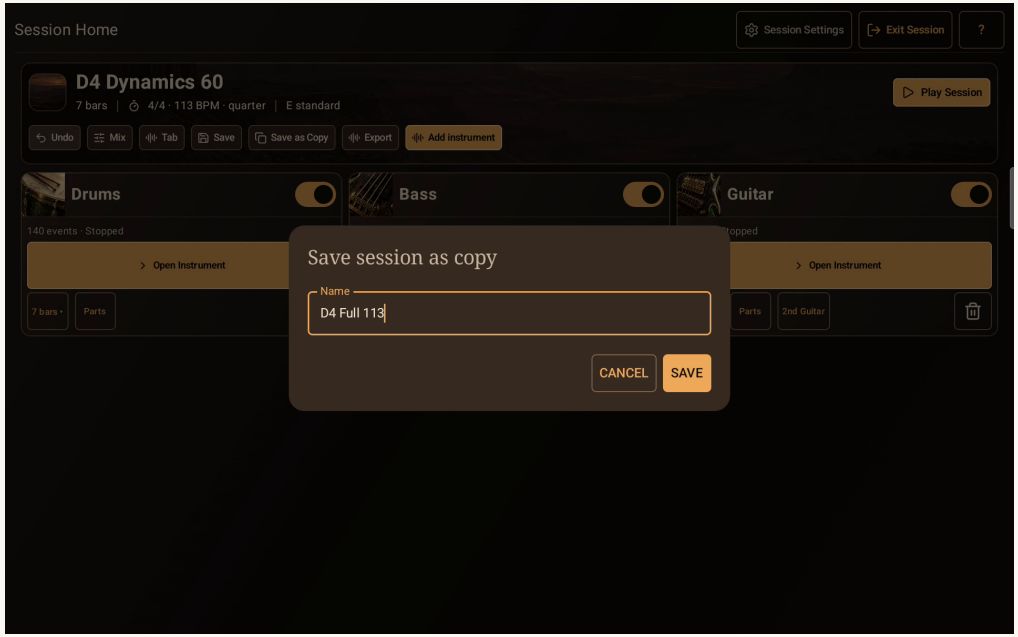


Play through all seven bars and back to the beginning. Leave the metronome off. The rhythm should join smoothly.

Seven-bar arrangement

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

Save / D4 Full 113



Stop playback. Save as Copy as D four Full one thirteen, and export a RiffJam session. Next we will build the drum sound and effects.