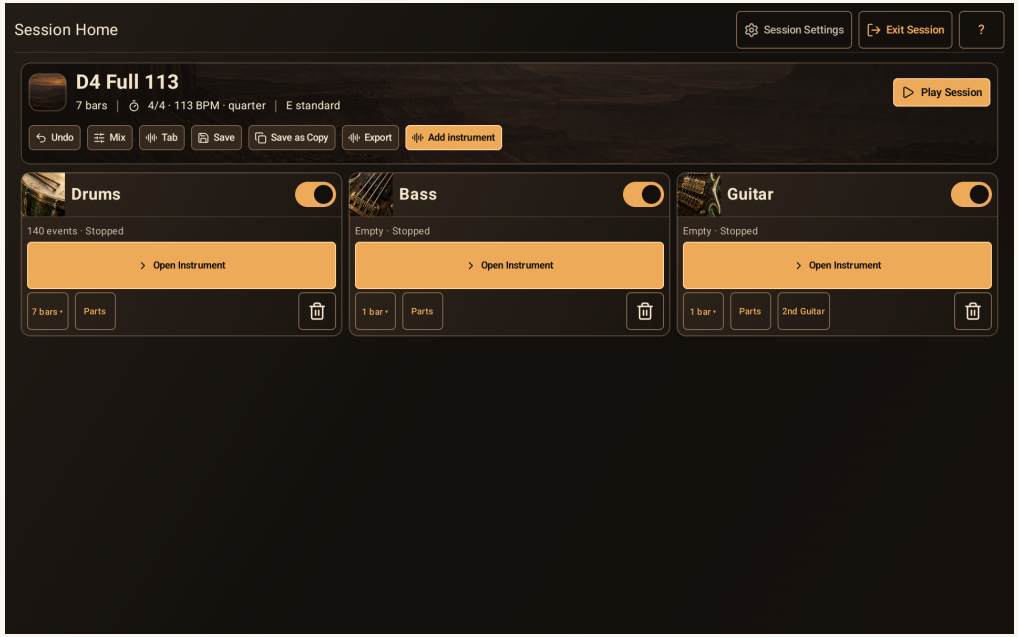
Build the sound

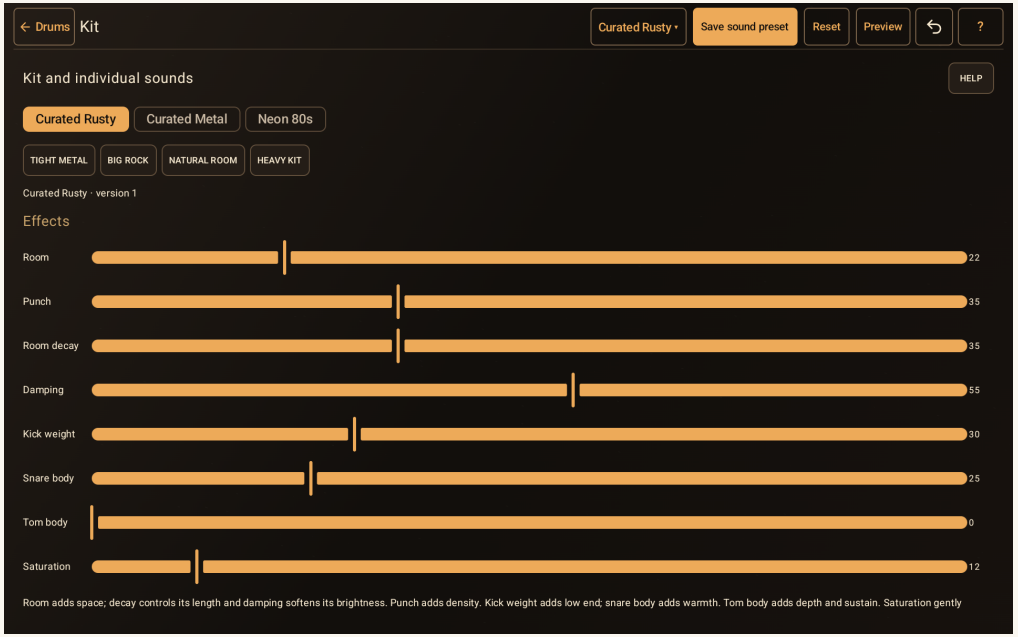
Follow these shared lessons in order. Pause whenever you need.

Drums 5 / Build the sound



Open D four Full one thirteen. The rhythm is finished. This shared lesson shapes its sound, whichever recording route you followed.

Drums / Kit and individual sounds

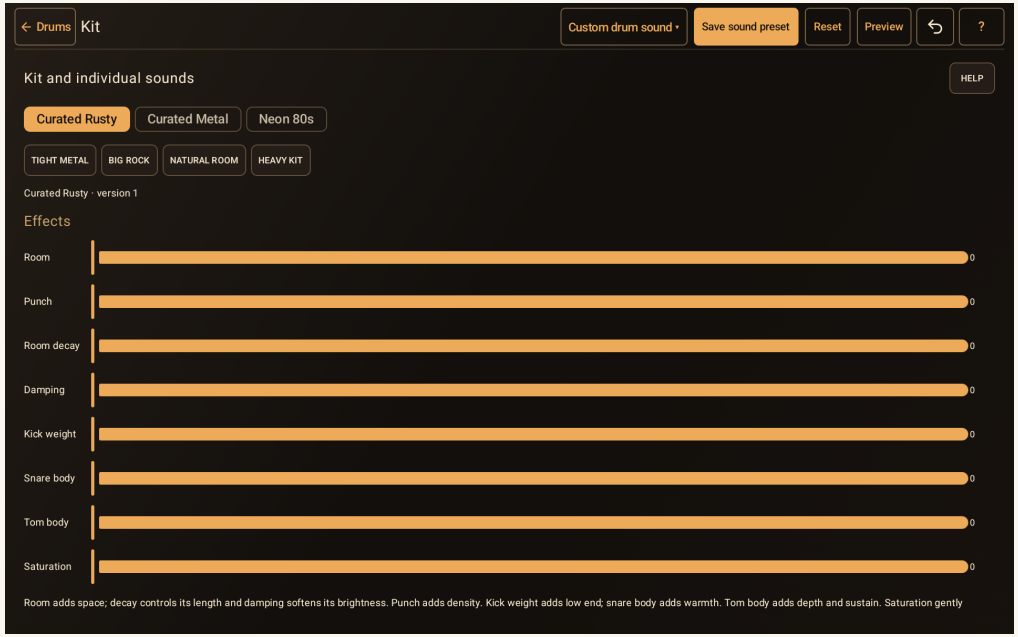


Open Drums, then its sound controls. Keep Curated Rusty selected. The kit supplies the recorded drum sounds; the controls below shape those sounds.

Build the sound

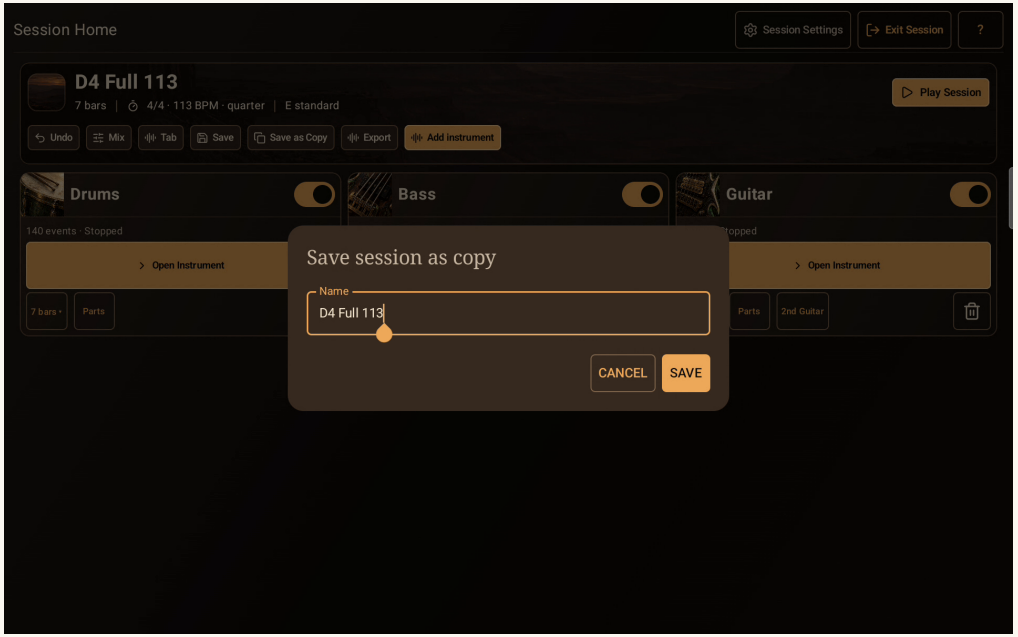
Follow these shared lessons in order. Pause whenever you need.

Start / Neutral effect amounts



First turn Room, Punch, Room decay, Damping, Kick weight, Snare body and Saturation down to zero. Leave Tom body at zero. The samples still have their own acoustic character.

Save / D5 Start 113

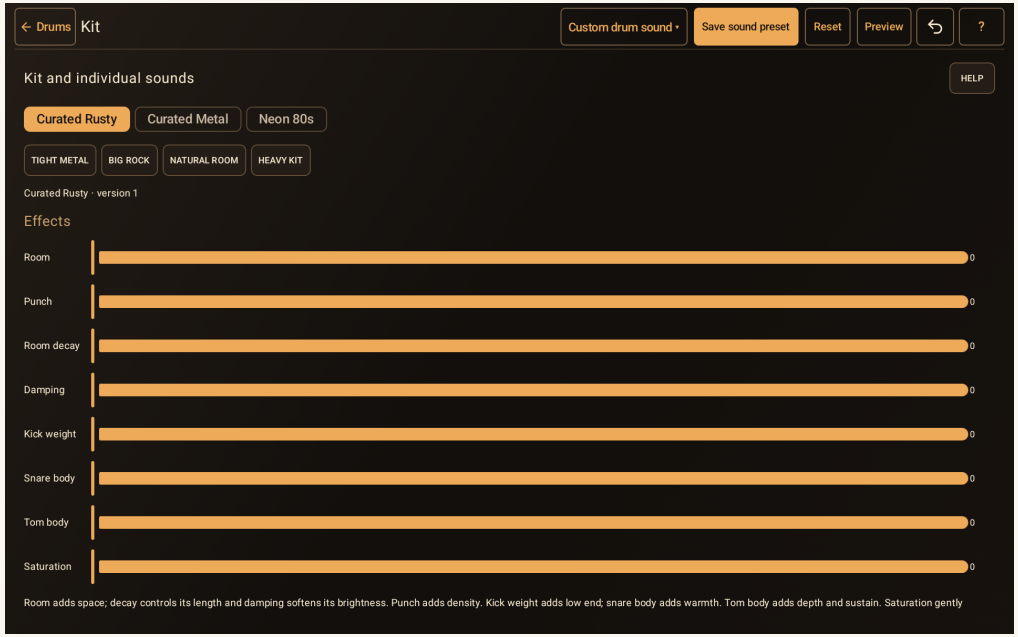


Go back through Drums to Session. Save as Copy as D five Start one thirteen, then export a RiffJam session. This gives us a clean starting point for the sound lesson.

Build the sound

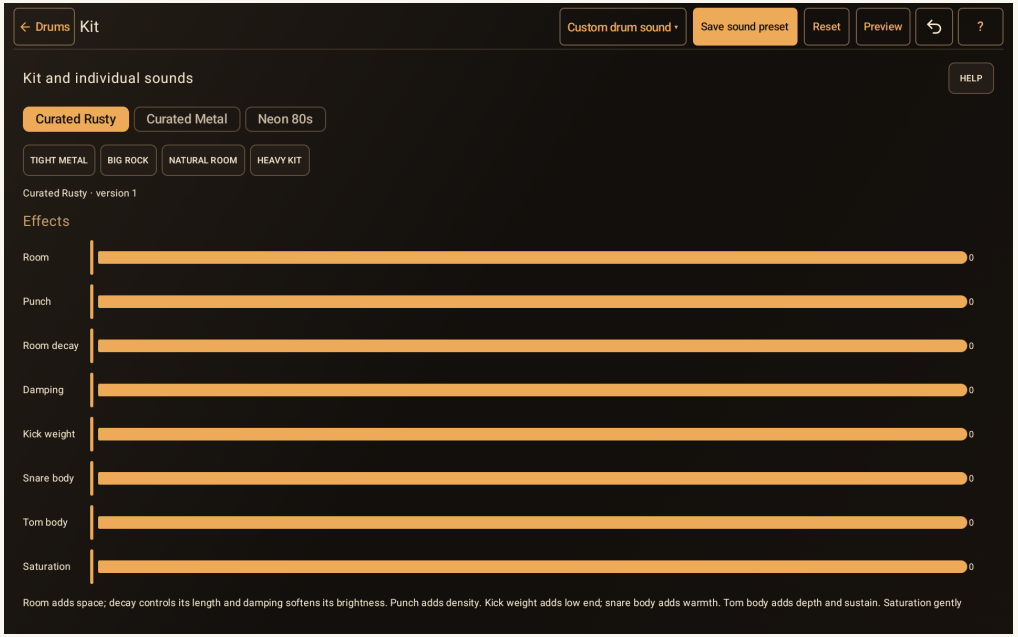
Follow these shared lessons in order. Pause whenever you need.

Return / Sound controls



Open Drums and return to its sound controls. We will change one thing at a time.

Listen / Before effects

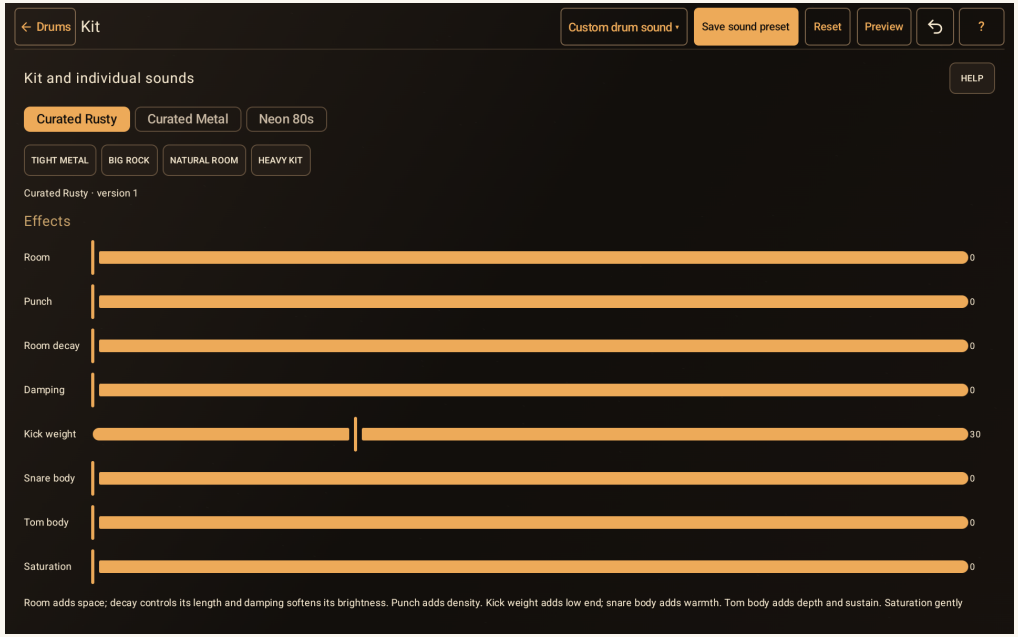


Tap Preview and listen to the starting sound. Stop the preview before adjusting the next control.

Build the sound

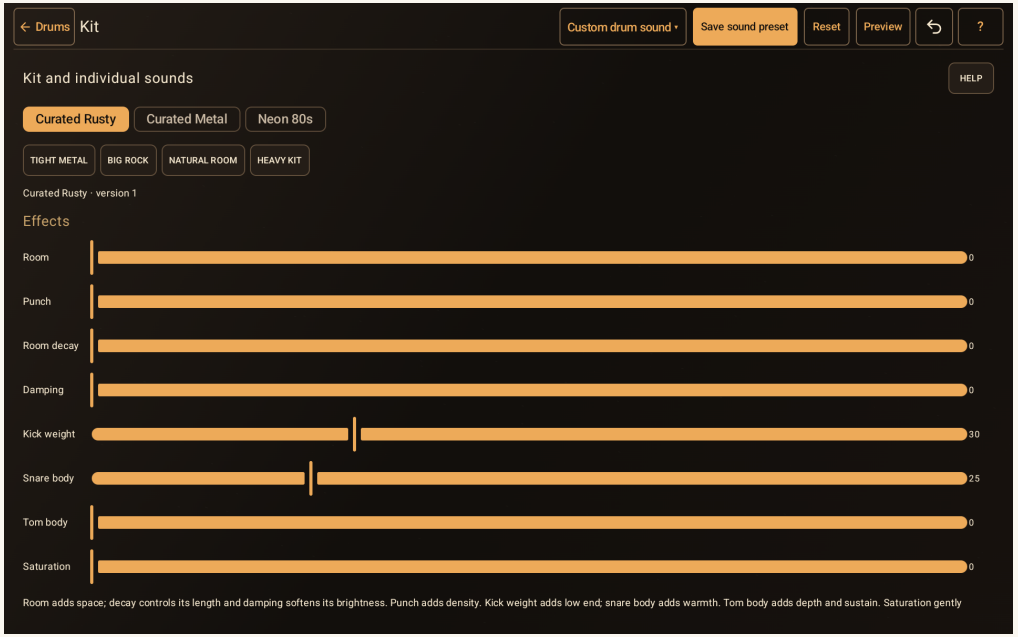
Follow these shared lessons in order. Pause whenever you need.

Kick weight / About 30%



Kick weight adds low end. Move it to about thirty percent, keeping the kick firm without making it overpower the rest of the kit.

Snare body / About 25%

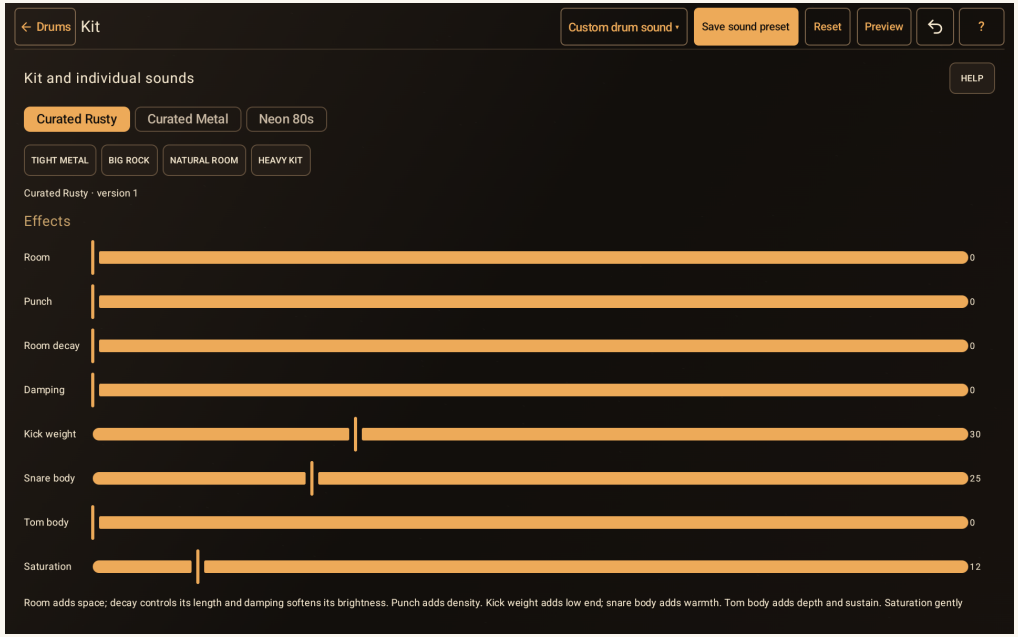


Snare body adds warmth. Set it to about twenty-five percent. This changes the snare sound; it does not change the individual hit strengths.

Build the sound

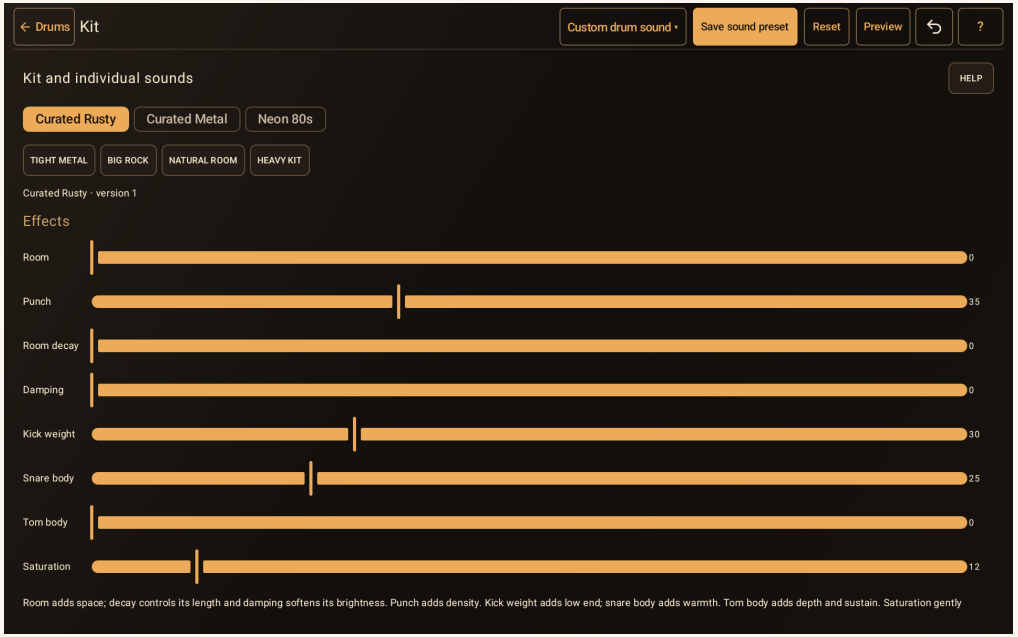
Follow these shared lessons in order. Pause whenever you need.

Saturation / About 12%



Saturation gently rounds the kick and snare. Use about twelve percent. A small amount is enough for this part.

Punch / About 35%

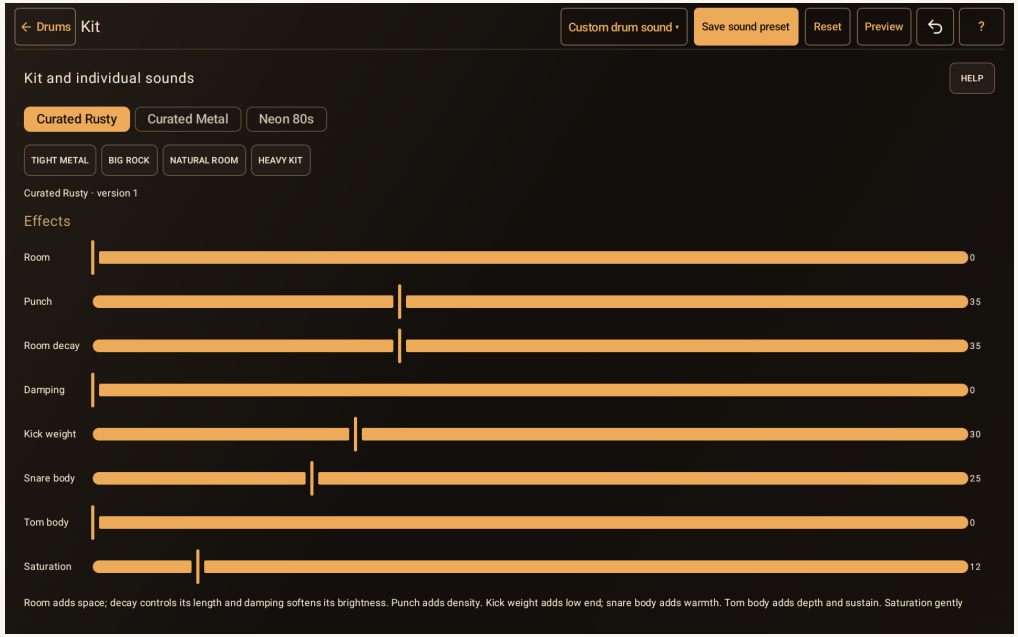


Set Punch to about thirty-five percent. It adds density to the whole drum sound.

Build the sound

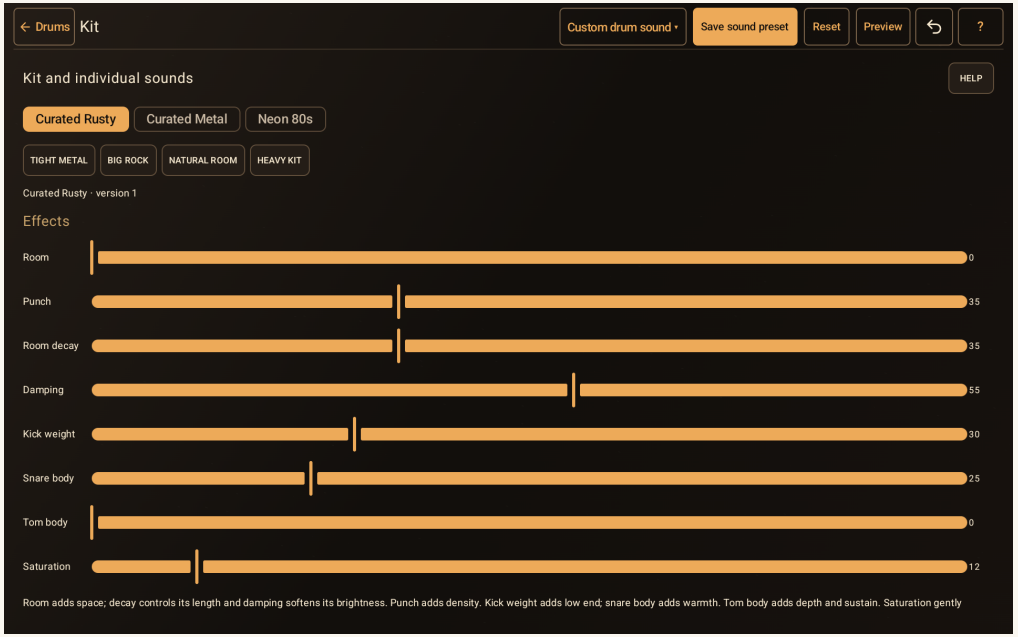
Follow these shared lessons in order. Pause whenever you need.

Room decay / About 35%



Set Room decay to about thirty-five percent. This controls how long the added room sound lasts. We will hear it once we turn Room up.

Damping / About 55%

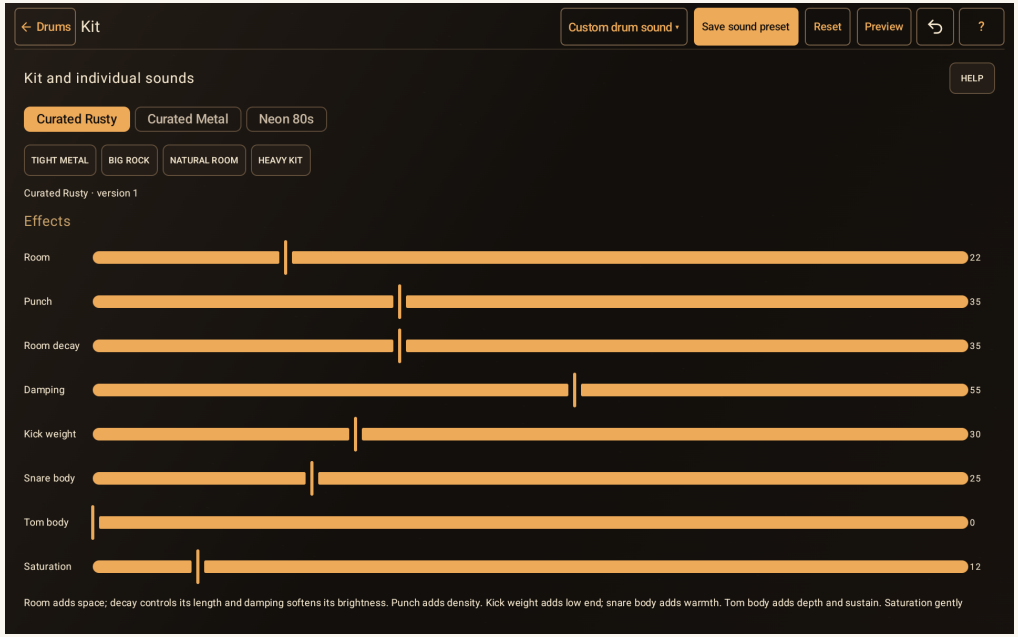


Set Damping to about fifty-five percent. This softens the brightness of the room sound.

Build the sound

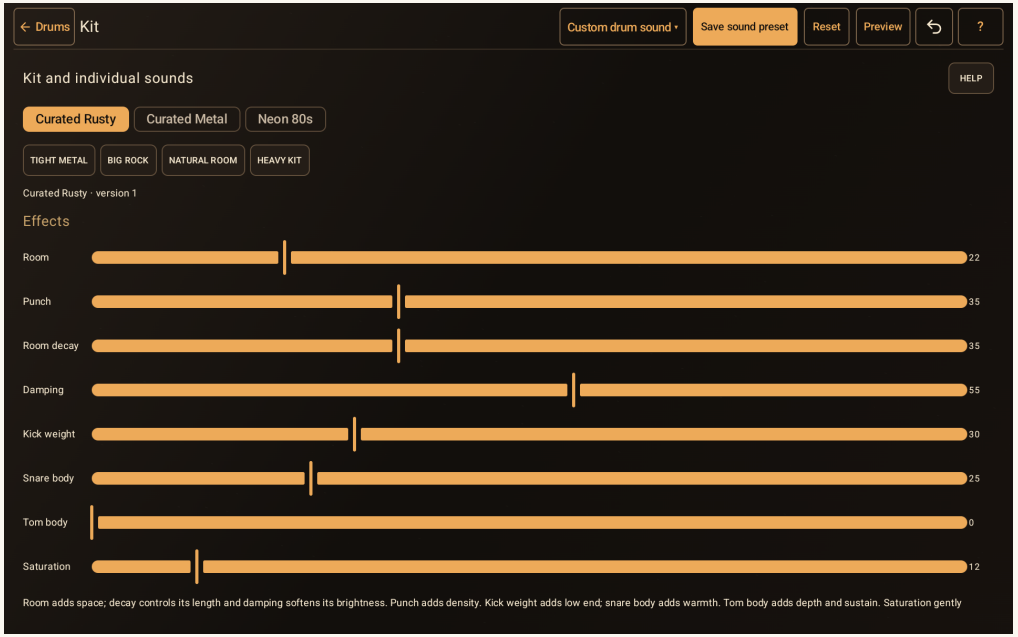
Follow these shared lessons in order. Pause whenever you need.

Room / About 22%



Finally set Room to about twenty-two percent. This blends some space around the drums. Keep Tom body at zero; our pattern has no tom notes.

Listen / The finished kit

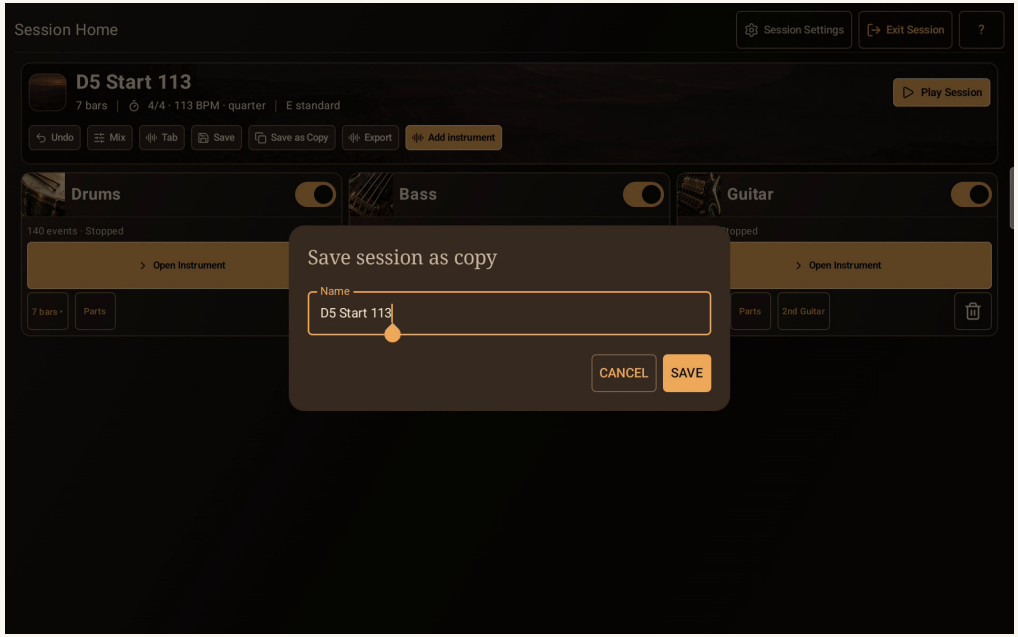


Preview the finished sound. Leave the individual drum levels, pan, tuning and damping at their starting values. The session mixer gets its own lesson when all instruments are present.

Build the sound

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

Save / D5 Sound 113



Return to Session. Save as Copy as D five Sound one thirteen and export a RiffJam session. You now have the complete drum part, ready for bass.