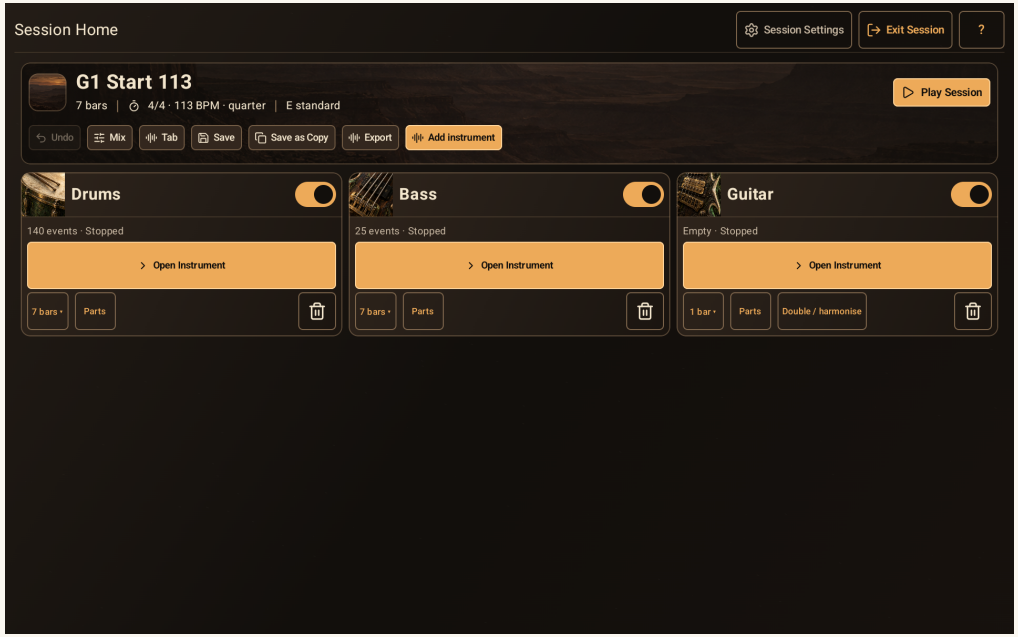
# Build the riff in Tab

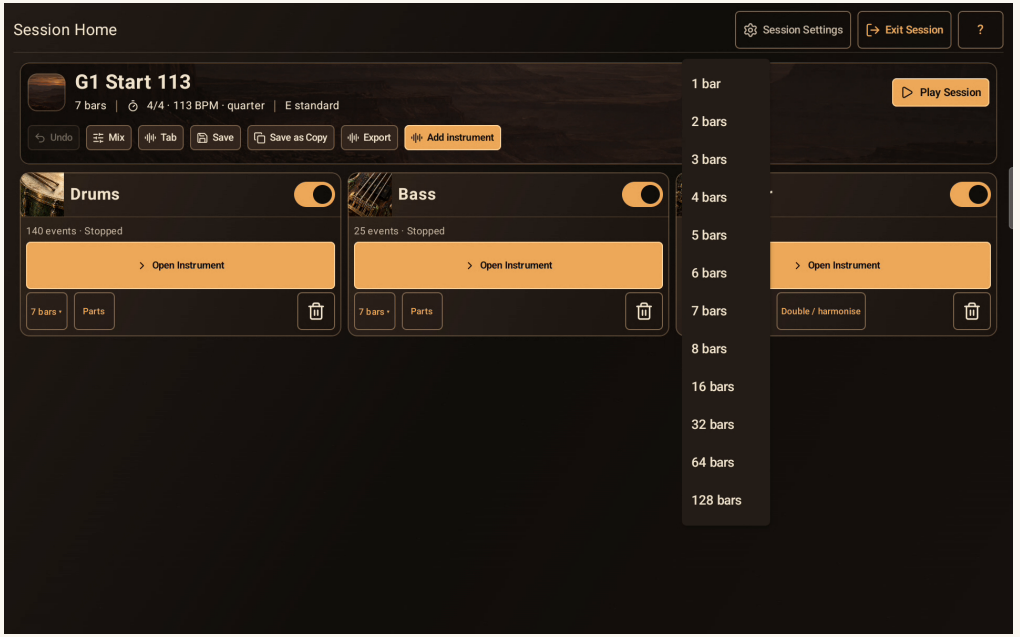
Follow this editor route in order. Pause to enter each note.

## Guitar / Build the riff in Tab




This is the Tab route for the guitar riff in Immigrant Song Cover. Tab editing needs Premium. Start with G one Start one thirteen, which contains our finished drums and bass. We will build one bar, repeat it, then make room for the chord entrance. The guitar sound has its own shared lesson.

## Setup / Seven bars

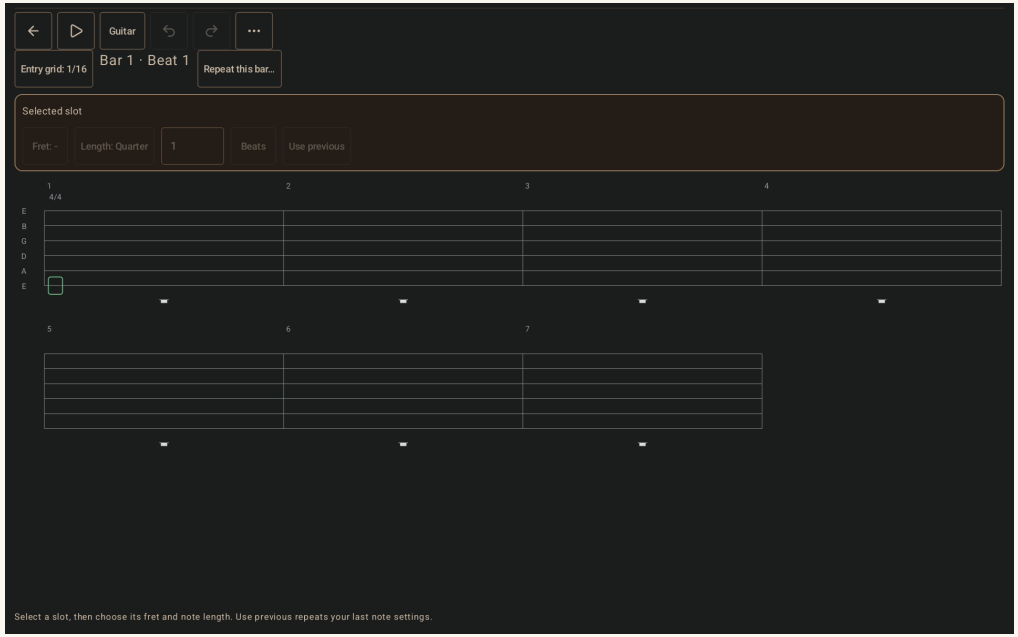



On the Guitar card, choose seven bars. The riff fills the first five bars, with a short gap at the end of bar five. Bars six and seven stay empty on this guitar.

# Build the riff in Tab

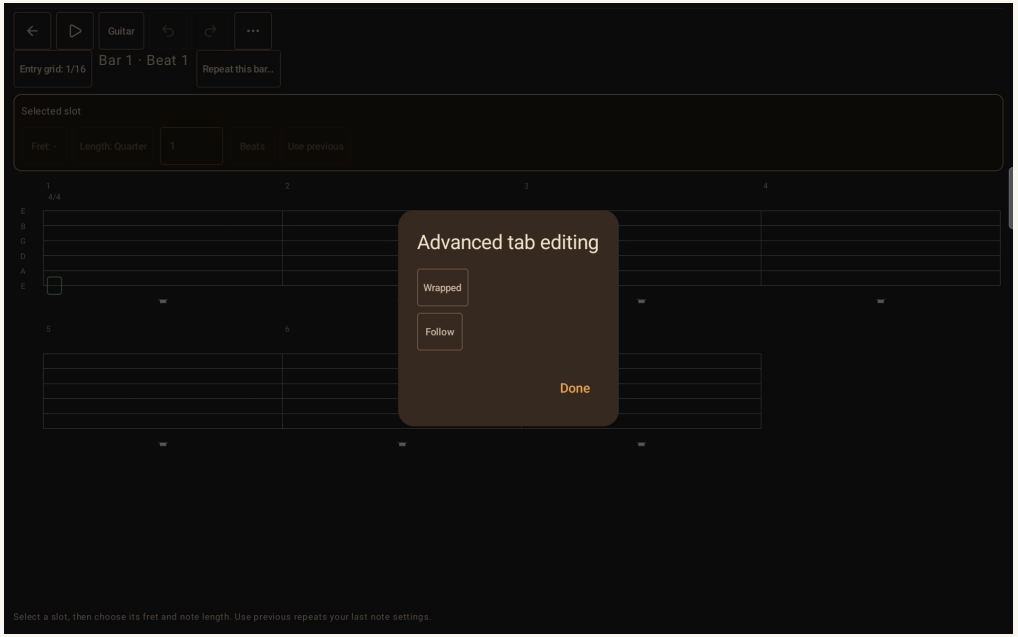
Follow this editor route in order. Pause to enter each note.

## Guitar / Open Tab




Open Guitar, then open the instrument menu and choose Tab. The bottom line is the low E string. We use fret two on that string, and fret four on the D string, two strings above it.

## Tab / Wrapped layout

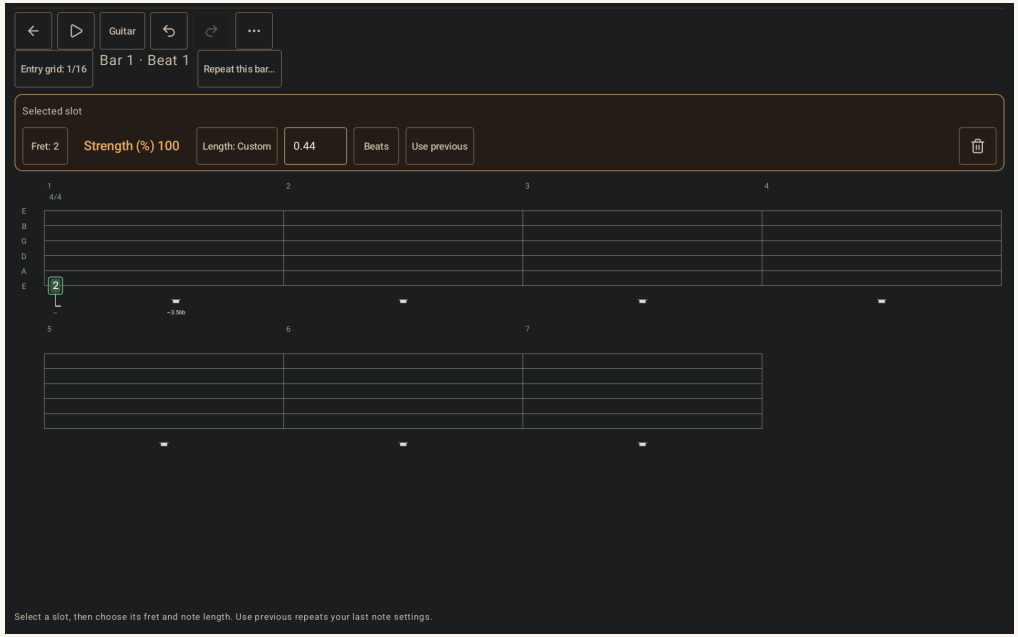



Open More, then Advanced. Check that the layout says Wrapped. Tap the layout control if yours says Horizontal, then choose Done. Keep the one-sixteenth entry grid. We will use short note lengths to leave tiny gaps between picks.

# Build the riff in Tab

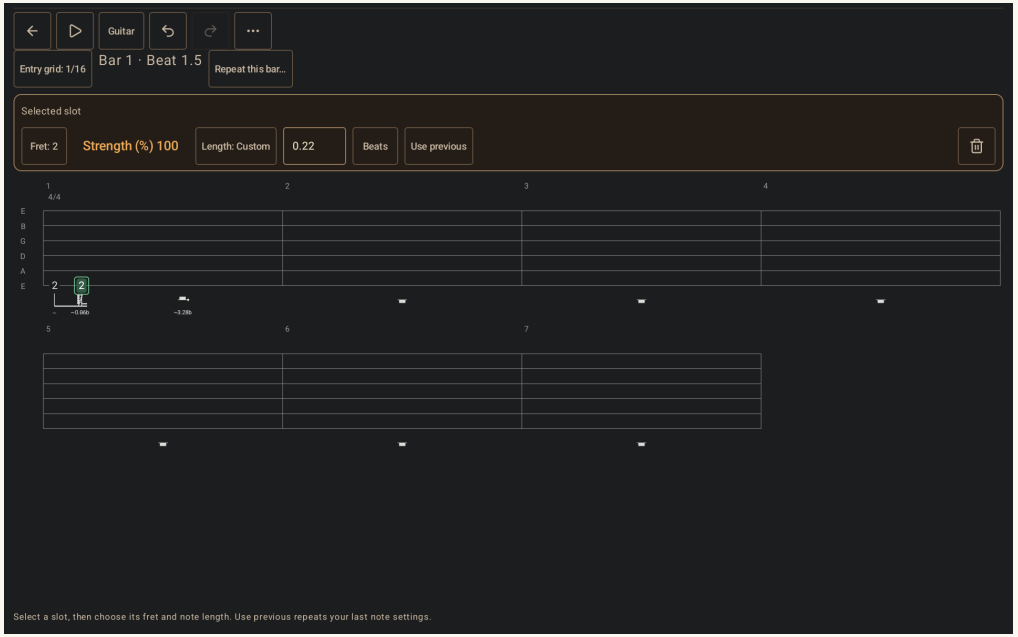
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 1 of 12




Tap the first beat on the bottom string. Set Length to point four four beats and Apply, then choose fret two. The sixteenth grid locates the start; length controls how long this note rings.

## Bar 1 / Note 2 of 12

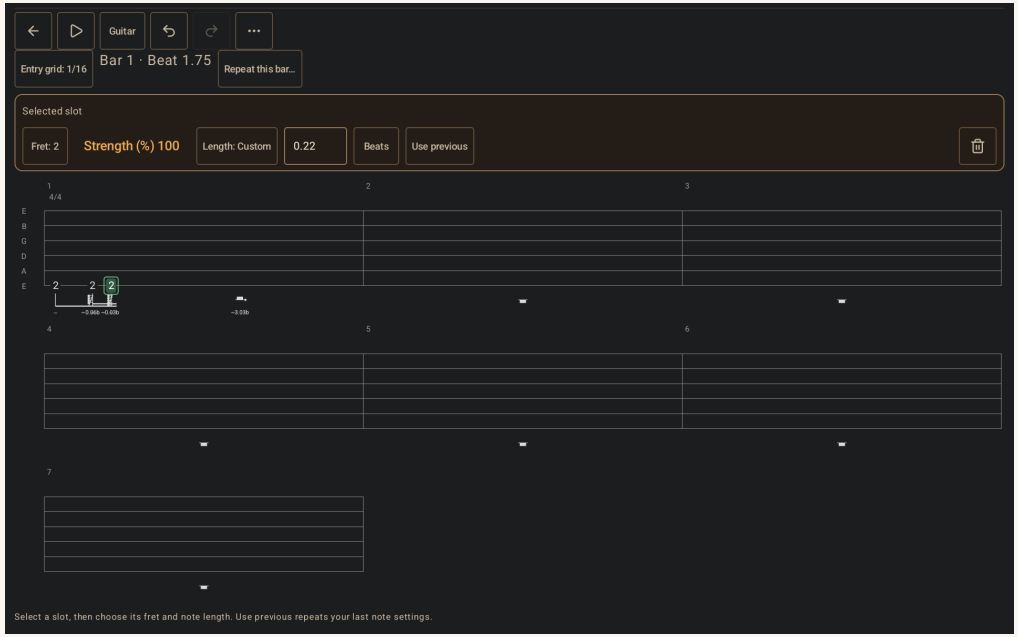



On the and of beat one, use fret two again, with a length of point two two beats. That leaves a small gap before the next sixteenth.

# Build the riff in Tab

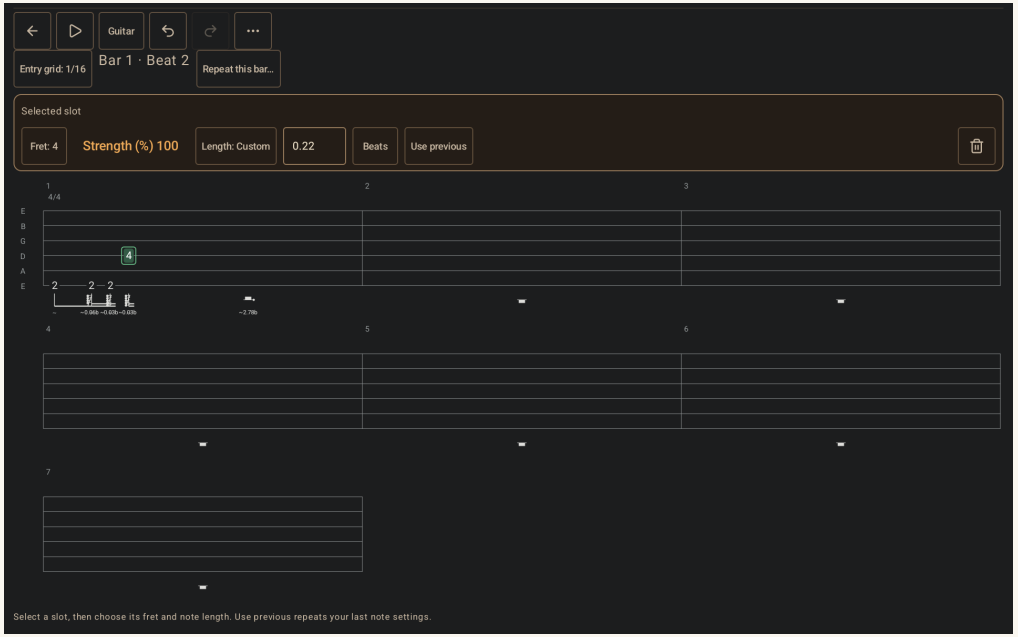
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 3 of 12




Add another fret two on the last sixteenth of beat one. Keep the point two two length. We now have three low notes.

## Bar 1 / Note 4 of 12

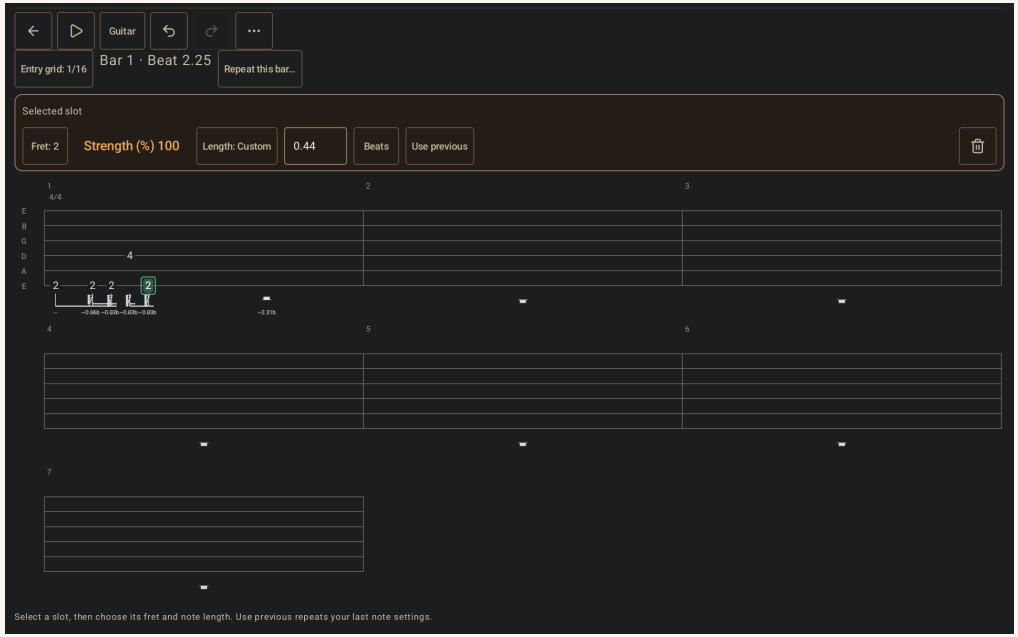



On beat two, move up to the D string and choose fret four. Keep point two two beats. This is F sharp, an octave above the low note.

# Build the riff in Tab

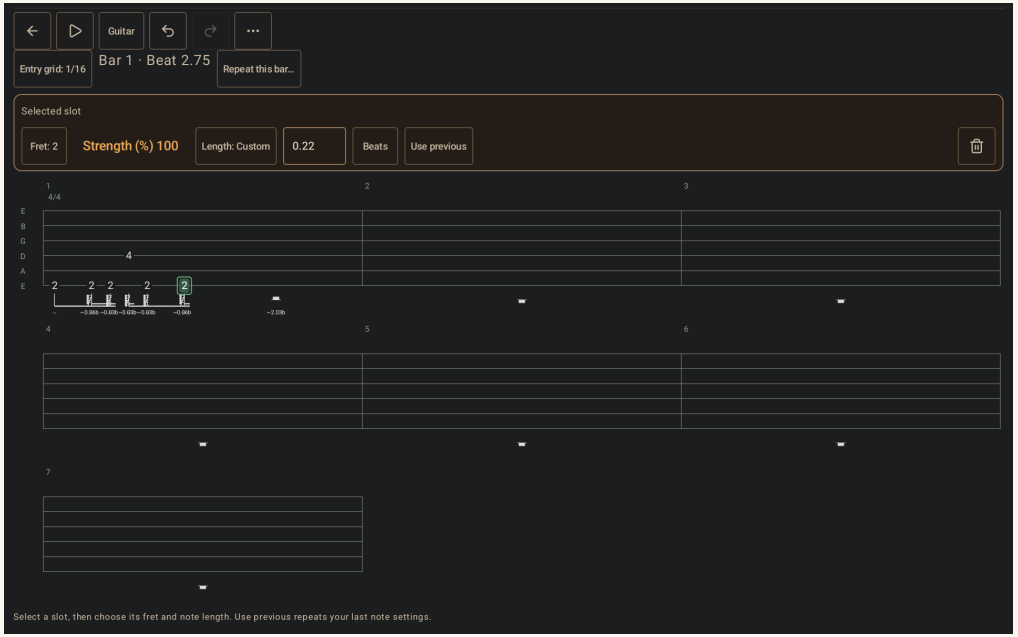
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 5 of 12




Return to the bottom string on the second sixteenth of beat two. Set point four four beats and fret two. The note begins just after the higher note.

## Bar 1 / Note 6 of 12

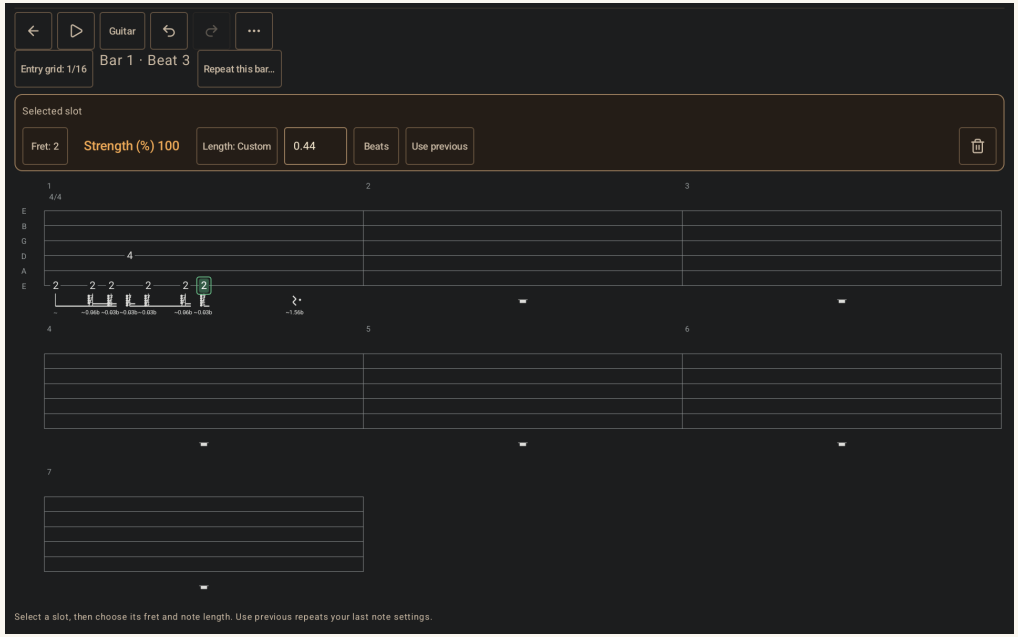



On the last sixteenth of beat two, add fret two with point two two beats. That completes the first half of our bar.

# Build the riff in Tab

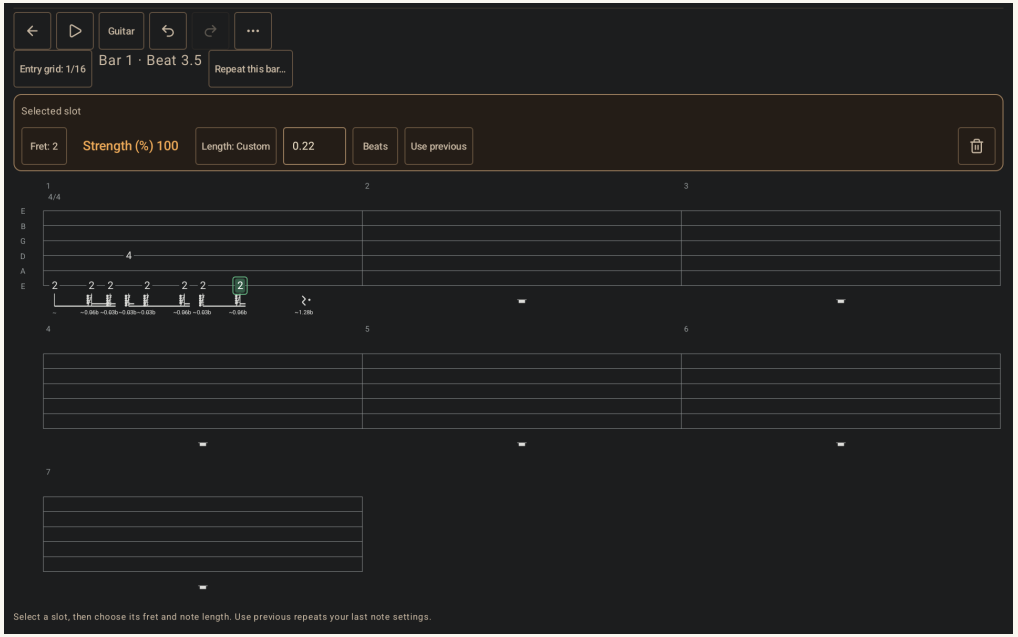
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 7 of 12




Beat three starts the same pattern again. Use the bottom string, fret two, for point four four beats.

## Bar 1 / Note 8 of 12

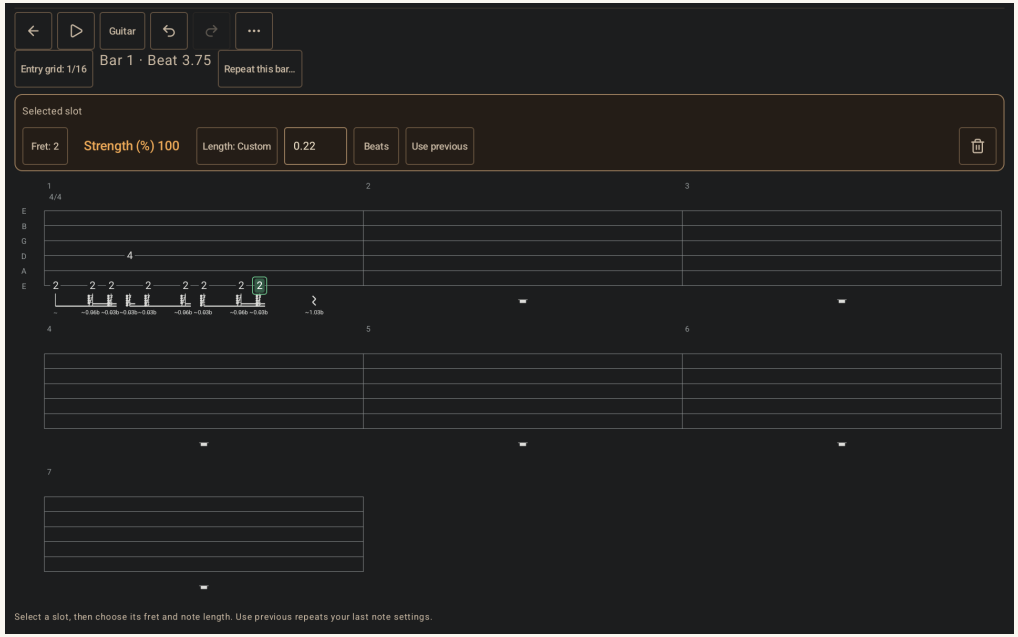



Add fret two on the and of beat three. Change the length back to point two two beats.

# Build the riff in Tab

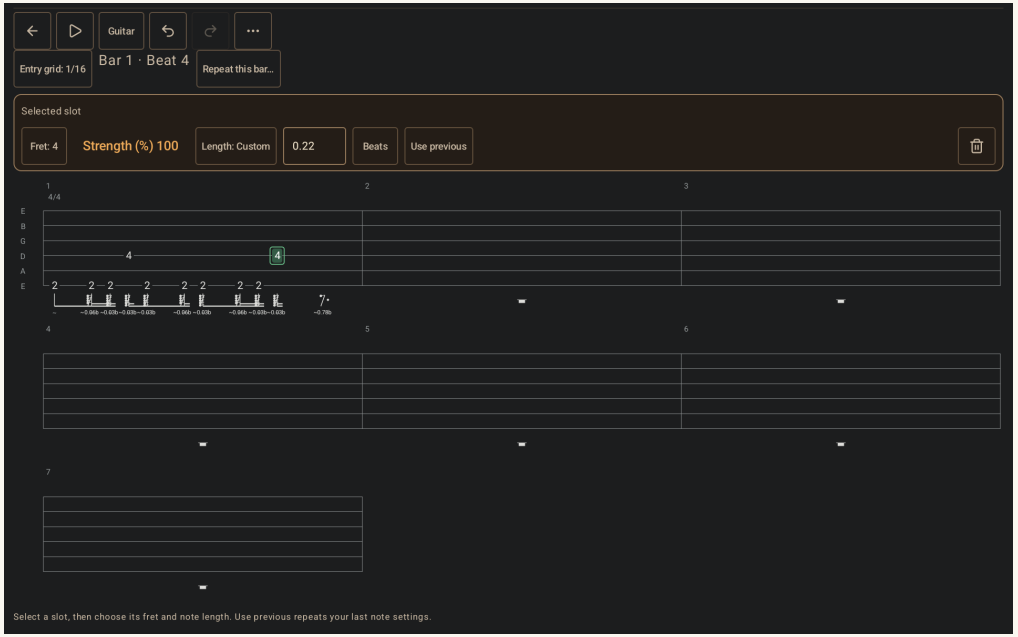
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 9 of 12




Add fret two on the last sixteenth of beat three, keeping the same short length.

## Bar 1 / Note 10 of 12

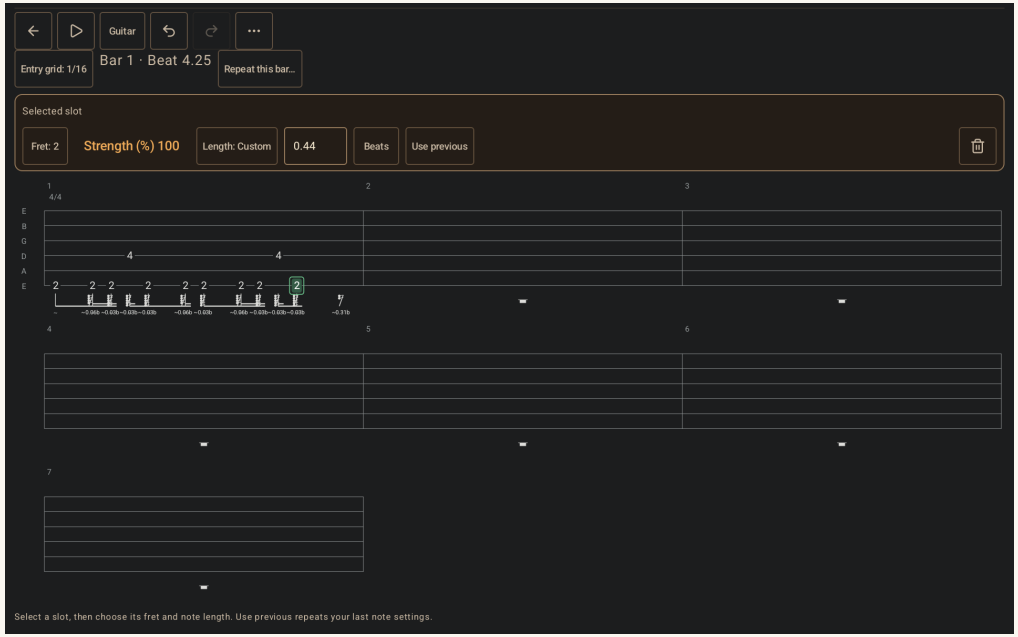



On beat four, use fret four on the D string for point two two beats. This is our second higher accent.

# Build the riff in Tab

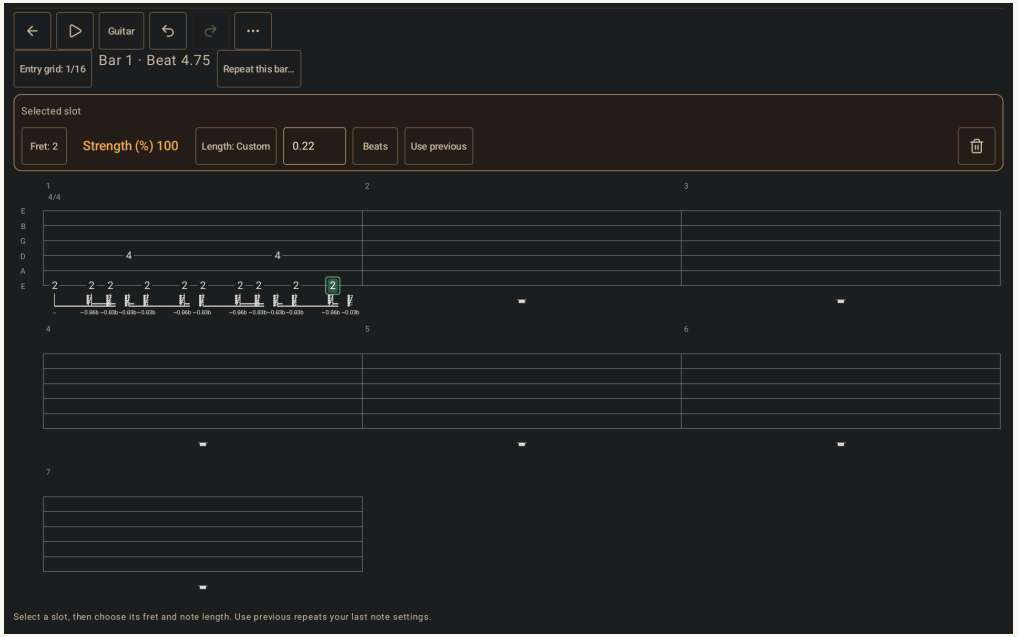
Follow this editor route in order. Pause to enter each note.

## Bar 1 / Note 11 of 12




On the second sixteenth of beat four, return to fret two on the bottom string for point four four beats.

## Bar 1 / Note 12 of 12

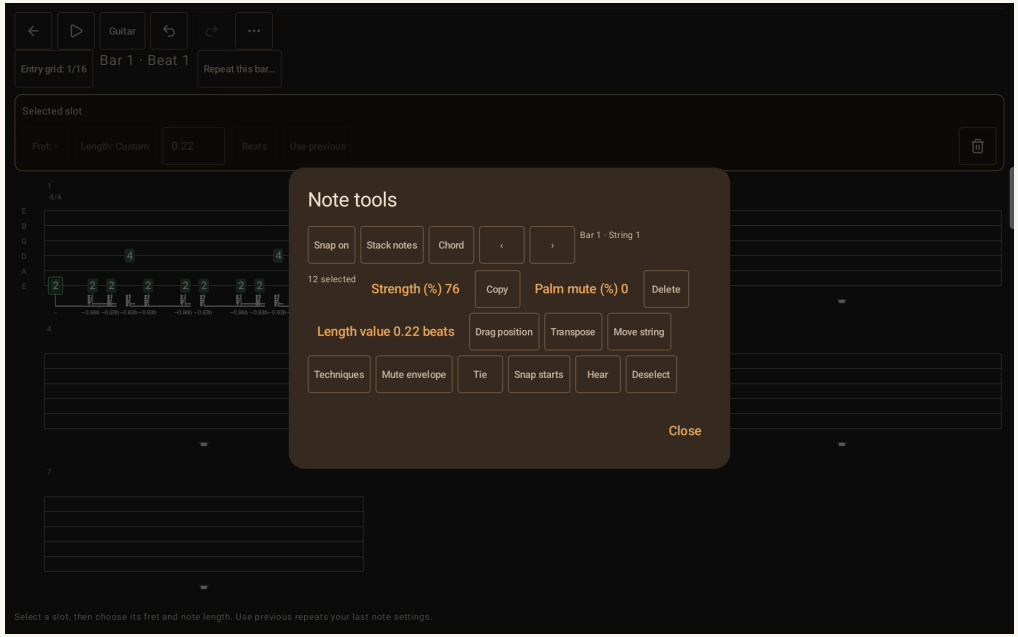



Finish the bar with fret two on the last sixteenth, for point two two beats. There should now be twelve notes.

# Build the riff in Tab

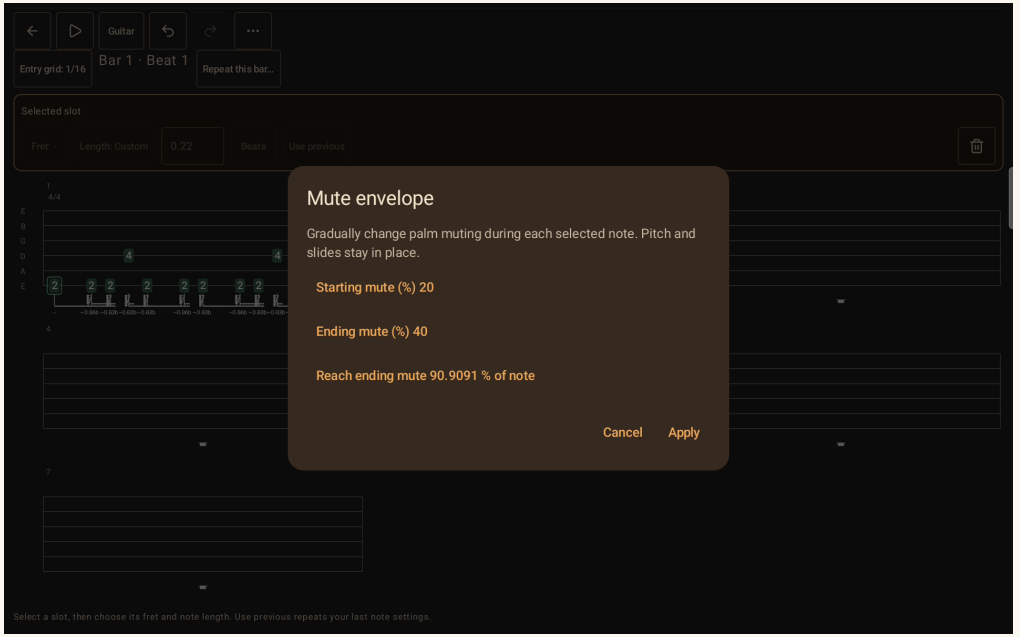
Follow this editor route in order. Pause to enter each note.

## Expression / Base strength




Open More and Select bars. Leave the range at one to seven; only our first bar has notes so far. Select, then open More and Note tools. Set Strength to seventy-six percent. This gives the low notes a consistent picking level.

## Expression / Gentle mute envelope

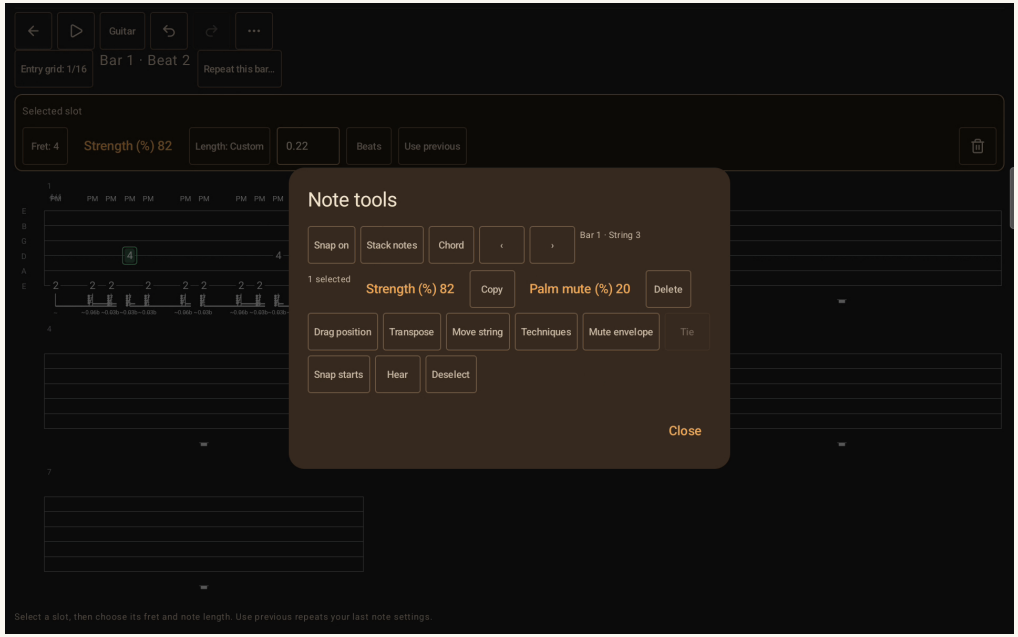



Choose Mute envelope. Keep Starting mute at twenty percent and Ending mute at forty percent. Set Reach ending mute to ninety point nine zero nine zero nine one percent, then Apply. This precise value recreates the reference: damping increases gently before each note ends.

# Build the riff in Tab

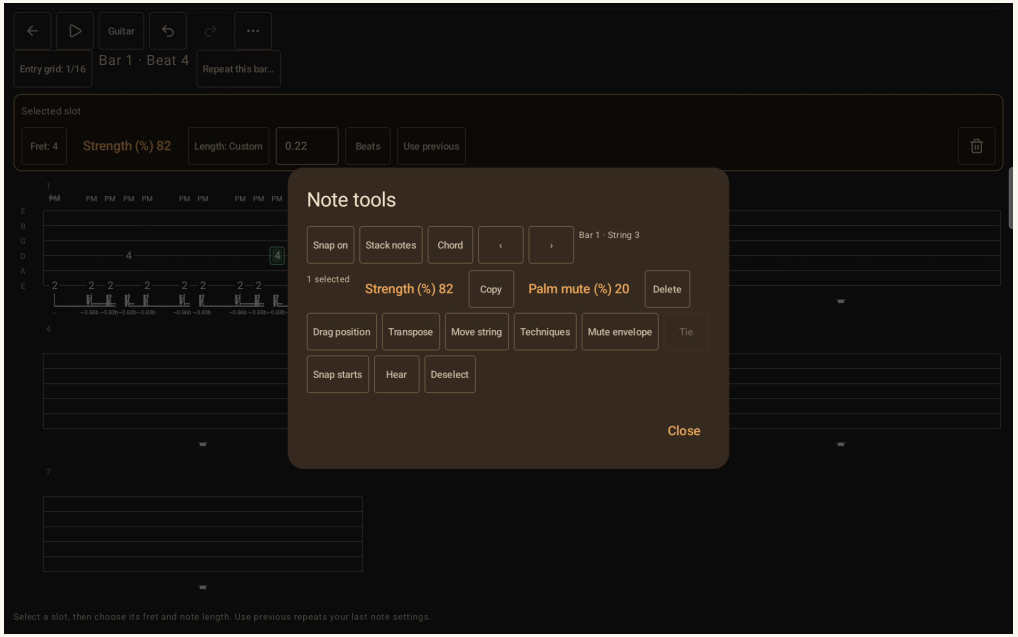
Follow this editor route in order. Pause to enter each note.

## Beat 2 / Stronger higher note




Select the higher note on beat two. Open More, then Note tools. Set its Strength to eighty-two percent and Close. The higher notes now speak a little more clearly than the low pulse.

## Beat 4 / Stronger higher note




Select the higher note on beat four. Open More, then Note tools. Set its Strength to eighty-two percent and Close. The higher notes now speak a little more clearly than the low pulse.

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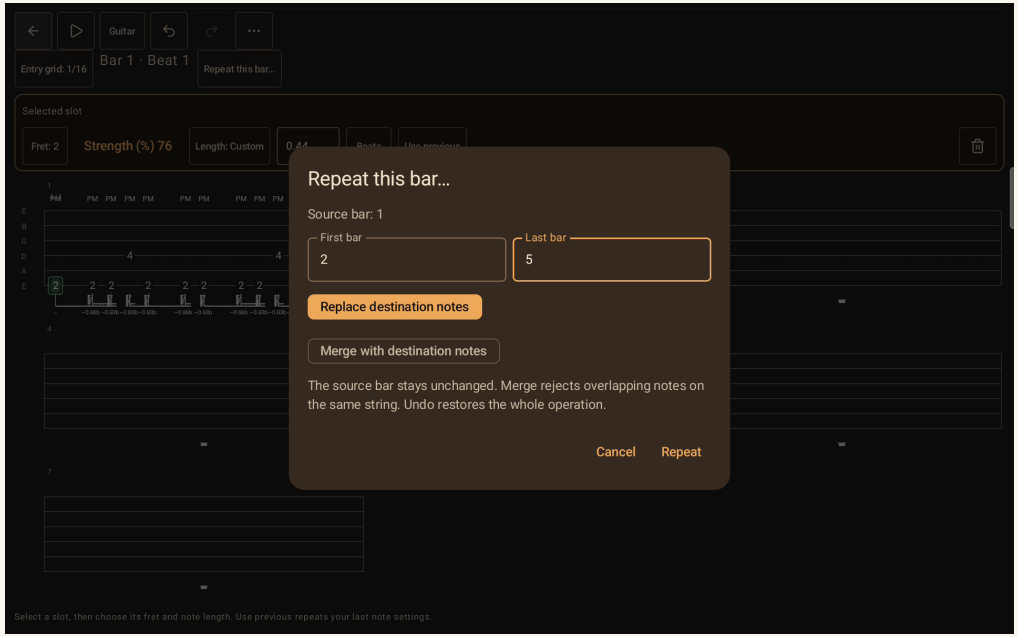
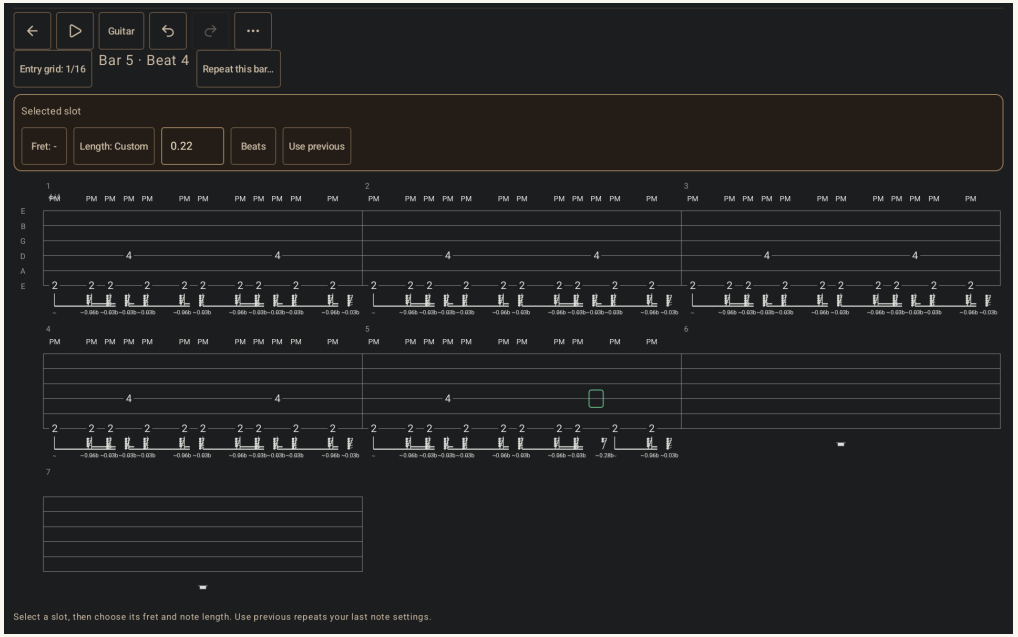
## Arrange / Repeat into bars 2 to 5




Select a note in bar one and choose Repeat this bar. Leave First bar at two and change Last bar to five. Keep Replace destination notes, then Repeat. The note lengths, strengths and muting are copied together.

## Bar 5 / Leave room for the chords




In bar five, select the higher note on beat four. Open More, Note tools, then Delete and Close. The riff must stop before the chord guitar enters.

# Build the riff in Tab

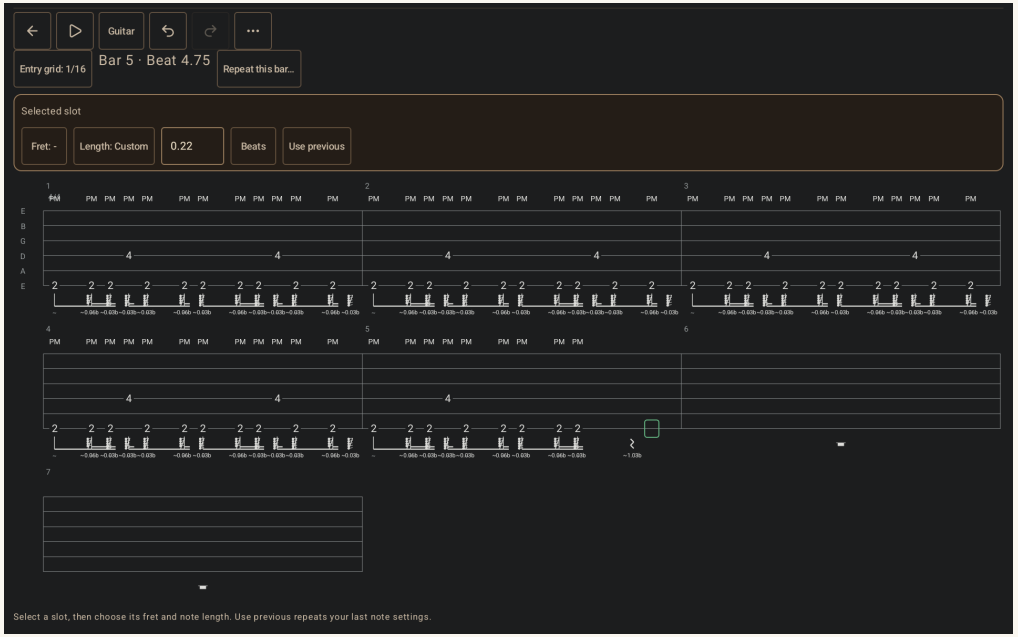
Follow this editor route in order. Pause to enter each note.

## Bar 5 / Leave room for the chords




In bar five, select the low note just after beat four. Open More, Note tools, then Delete and Close. Leave this space empty.

## Bar 5 / Leave room for the chords




In bar five, select the last low note. Open More, Note tools, then Delete and Close. Leave this space empty.

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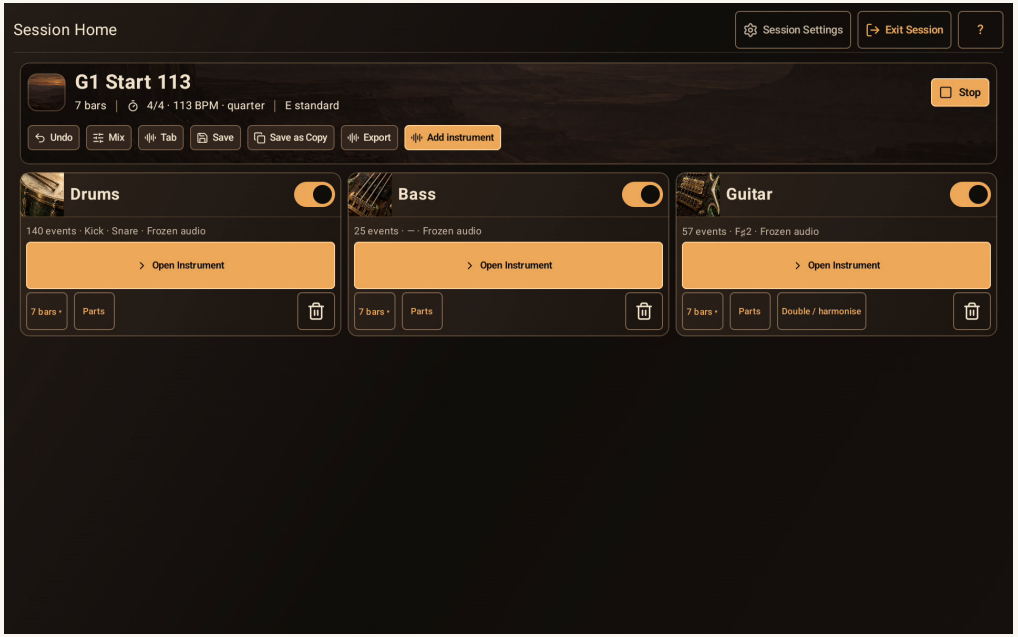
Follow this editor route in order. Pause to enter each note.

## Listen / Return to the session




Return to the instrument, then the session. We have fifty-seven riff notes at one hundred and thirteen beats per minute. Listen to the repeated pattern, its stop in bar five, and the two empty bars before it loops.

## Listen / Drums, bass and guitar




Play two loops at 113 BPM. Check the riff stops before the chord entrance, then rest through bars six and seven.

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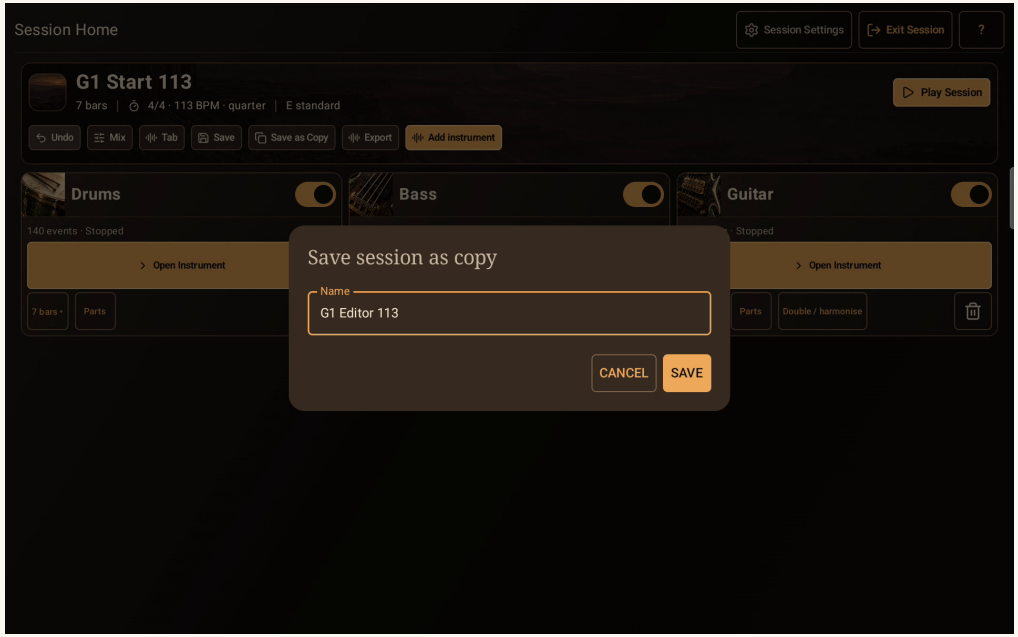
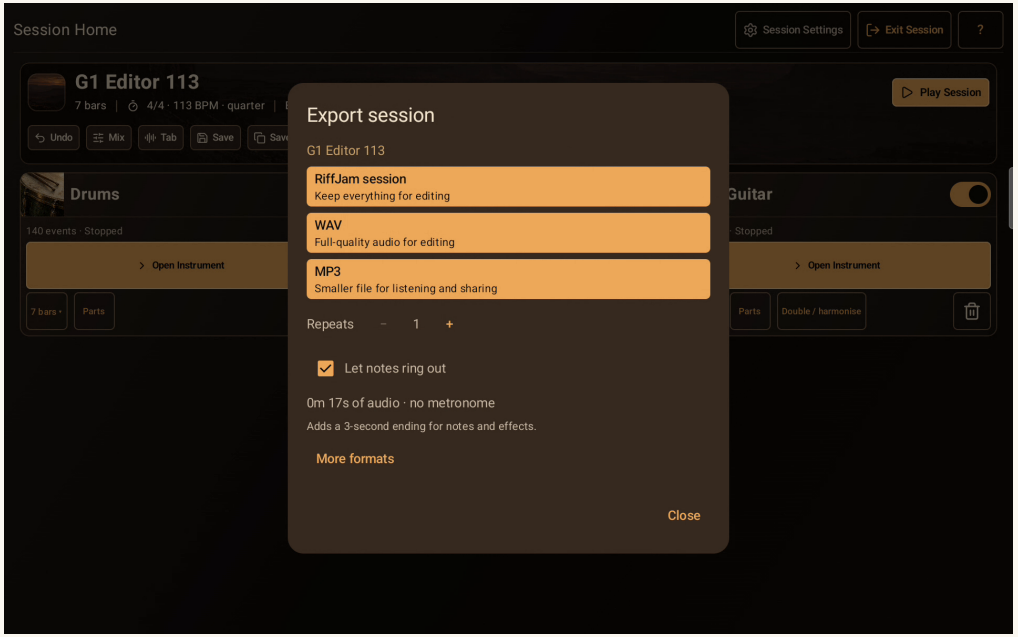
## Save / Riff checkpoint




Choose Save as Copy and name the session G one Editor one thirteen. This keeps the starting session intact. The guitar sound is still the starting tone; continue with the shared sound lesson next.

## Export / Editable guitar session




Choose Export, RiffJam session, then Save. Keep this editable file with your starting download. You can return to the notes later, or compare them with the finished reference supplied with this lesson.