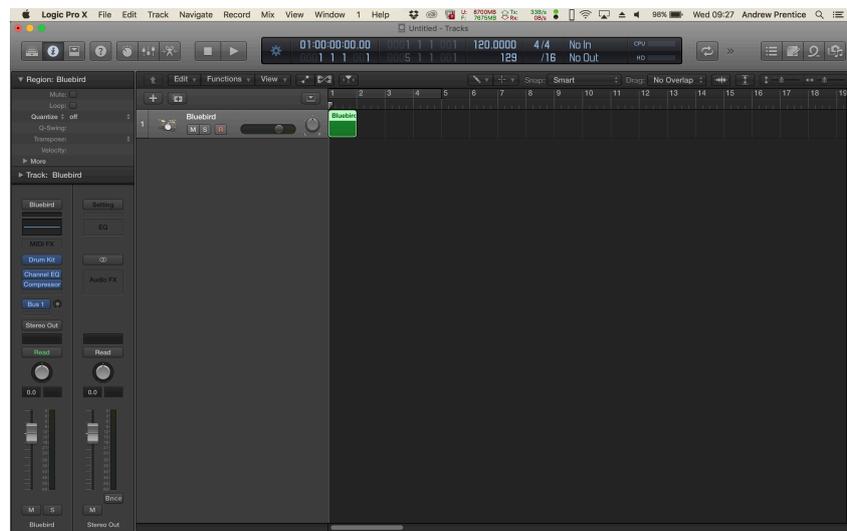


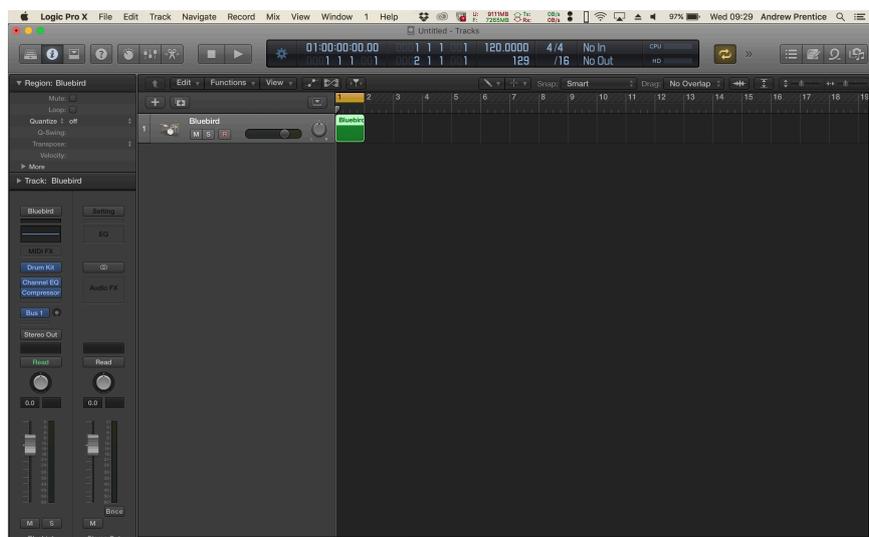
Logic Guide: Sequencing drums for beginners

Using Logic to compose your music is a really handy thing to know how to do and pivotal to most of your tunes will be a good beat. This little section leads you through how to create a drum track in Logic and how to program a basic beat.

1. To start with, press 'esc', select the pencil tool and draw yourself a blank bar on the arrange page just in front of the track with the drums on.

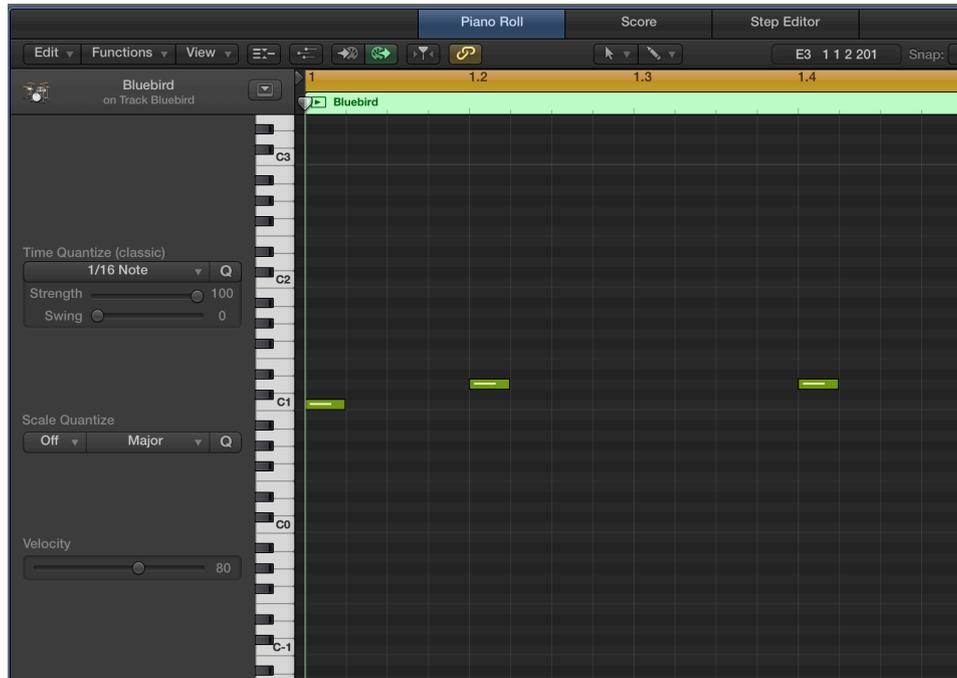


You need to loop round the bar you are going to program by clicking the number 1 in the time bar at the top and the dragging the mouse across so that one bar will be highlighted in green at the top.

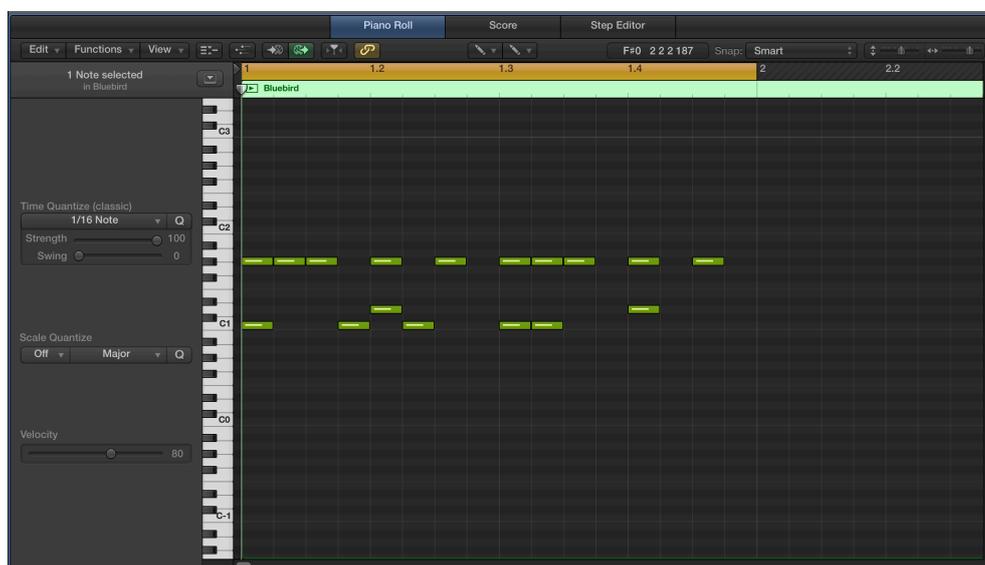


2. Select piano roll from the window menu at the top (also it found by clicking the piano roll button at the bottom of the arrange page) to bring up the page where you can program you drum part.

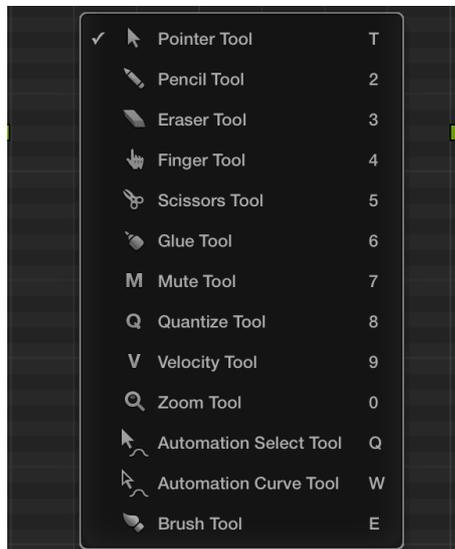
3. You can use the pencil tool to draw in notes. The most important beats to program in are a kick on beat 1 and a snare on beats 2 and 4. If you use these as the foundation of your beat, you can't go wrong.



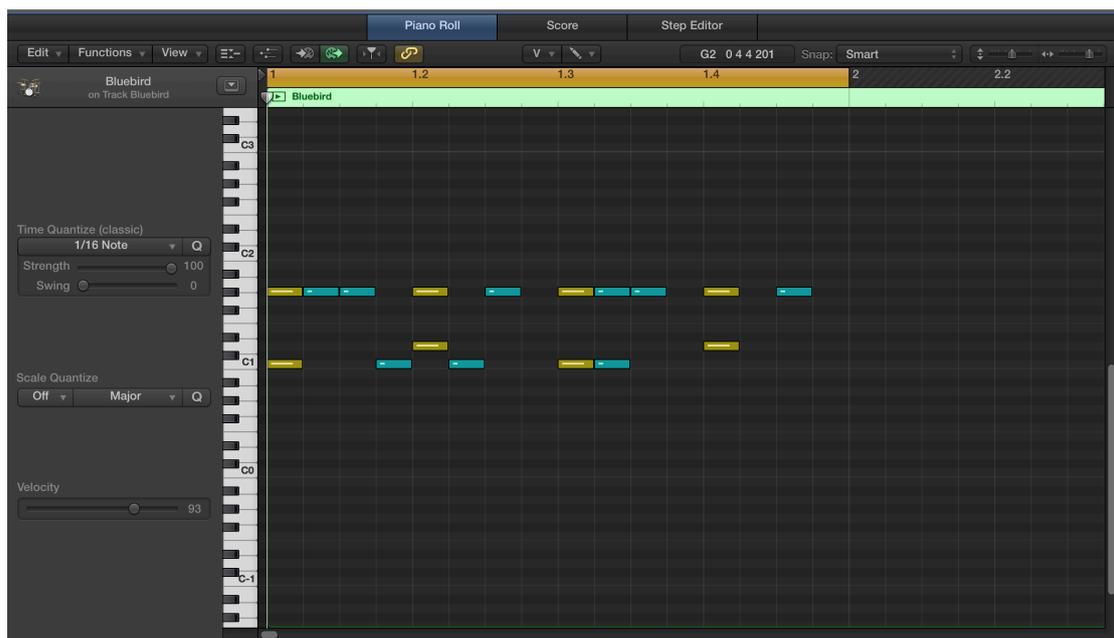
4. In terms of the hi hats and extra kick drums, once you have the three beats written in the step above, you can't go wrong. Add in any number of hi-hats and extra kick drums (below is an example) and you should start to build a decent beat. Use your ears and feel free to move any of your extra beats around to get it sounding just right. Don't move the kick on beat 1 or the snare on beats 2 and 4 otherwise it'll start to sound really dodgy.



5. To make your drums sound more life-like, you can change the volumes of each individual hit by pressing 't' and then selecting the velocity tool.

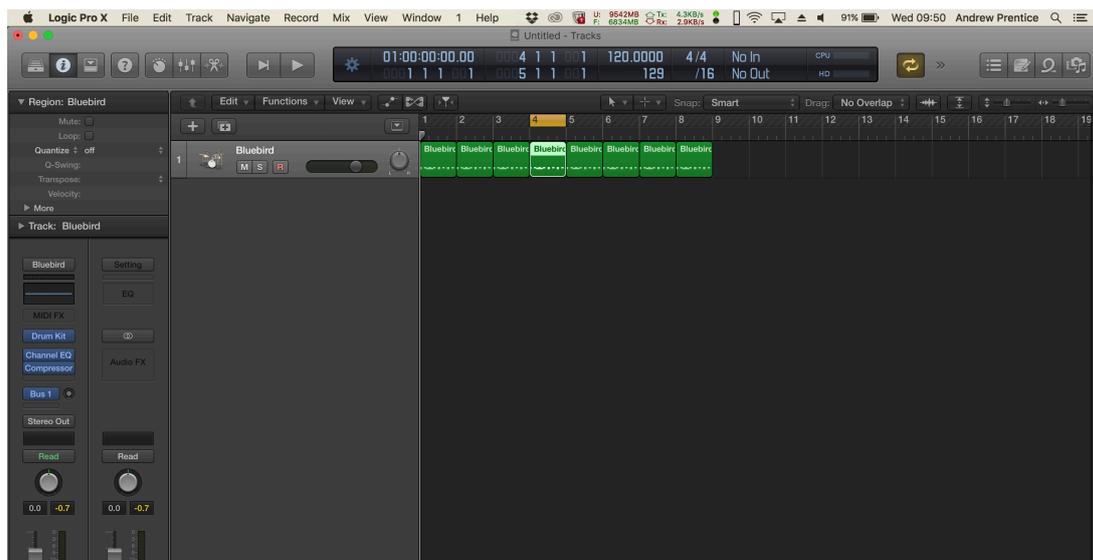


6. You can then click on any of the notes you've programmed and drag up to make them louder (it will make the colours go towards the red end of the rainbow) if you drag them down it will make them quieter (it will head towards the purple end of the rainbow). You will want to make anything on the beat (any of the slightly thicker lines) louder and anything off beat slightly quieter to make it sound a bit more like a real drum beat and less robotic. See below for a good example of what your new drum part should look like.



7. To copy your new beat, click on the bar you've just programmed, hold down the 'alt' key, move the mouse over to the next bar and then let go of the mouse **before** you let go of the mouse and your new bar should now be two bars. Copy this as many times as you need.

8. To put any fills in, just select the bar you want (such as on the picture below), loop the bar at the top and when you go into the piano roll page it will show you the new bar you have selected. In the example below it will show up bar 4.



9. The biggest pieces of advice are to think in terms of 4 bar and 8 bar blocks and keep any of your fills for the last bar in a particular section. When you're writing your parts, especially the drums, keep it simple. It's really easy to complicate things by throwing every single note you can program into a tune and before you know it, it will sound like a huge mess.