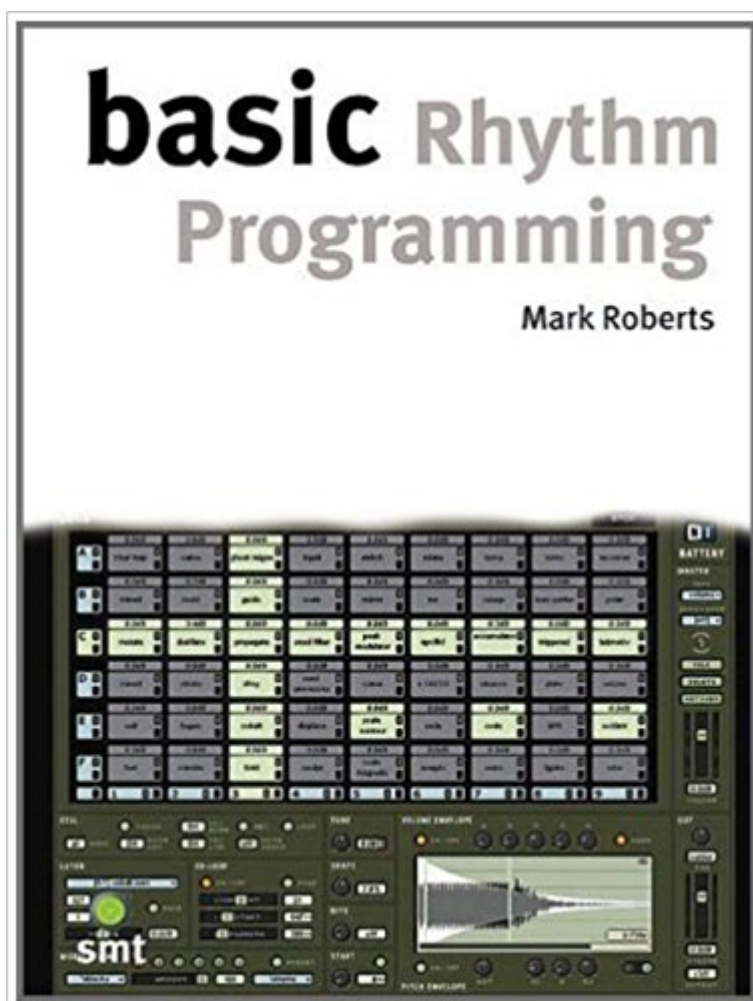


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# Basic Rhythm Programming (The Basic Series)



## Synopsis

(Music Sales America). With today's hardware and software sequencers, it's possible for anyone recording music on a budget to lay down professional-sounding grooves and produce music in the comfort of their home. Basic Rhythm Programming provides a guide to creating rolls, fills, and paradiddles on your computer, explaining every aspect of the process, from connecting up your soundcard to producing material rivalling that of the veteran programmers! If you're making music, or you want to, this book is for you.

## Book Information

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## Customer Reviews

This is a small book, physically (almost pocket sized - but 262 pages, not 42 as described) and in content, that contains much useful information, but it is imbalanced. It covers roughly 5 topics: basic sequencer function, basic rhythm composition (bass, snare, highhat), audio recording of drums, a discussion of the characteristics of drums in certain styles, and a few slightly more advanced topics. The strongest part is on basic composition, which consists of a series of tutorials that incorporate increasingly sophisticated rhythms, from very basic quarter notes (references to "crochets" indicating the british roots of the publication) up through the use of quantization of triplets and sixteenth-notes, with variations. This represents a solid introduction to pattern composition at the bar-level. The sequencer function discussion is fine - based on Cubase and Logic interfaces - but not surprisingly is hopelessly outdated in 2009, for a 2003 publication. It might have been better to

dial back slightly on the brand-based examples to focus on the features that exist, and will likely persist, in any drum sequencer. A few screenshots of midi sequences are great, but the various menu options and feature sets change quickly, even for the programs covered. The concepts apply to the many other sequencers out there. (I use Logic, so I'm not complaining about the choices.) A chapter is devoted to a catalog of styles (e.g., Hip Hop, Drum 'n' Bass), describing the role each instrument plays in the groove, and the relative timbre/emphasis. This is fine, except there are no examples of the actual rhythm patterns characteristic or prototypical of the styles. You may get a sense of what the instruments sound like, and their musical context, but not the rhythms themselves. Two chapters are devoted to audio recording of physical drums and drumming. The information is all fine, but I consider to be out of the scope of a book nominally about "programming" (implying building rhythms within a sequencer). There is a brief discussion of less common rhythms (7/8, 5/4, etc.) , but the most glaring omission of the book is on composition, beyond the bar level. How does one assemble various bar patterns effectively? How does the musical style affect choices about assembly? Most glaringly, there is no discussion of composing fills and/or transitions among verse/chorus/bridges. Someone who knows nothing about drum programming on computers would probably benefit from this introduction. The book is short and cost-effective, and there is some good general discussion about the role of drums (including the need, or not, for "authenticity" with respect to substituting for a real drummer). For the home musician with no access to physical drums and/or drummers, there are lengthy sections that aren't especially useful. Furthermore, the beginning rhythm programmer will find only hints about composing drum patterns for entire songs - one needs to look elsewhere for more instruction. On the other hand, this is an inexpensive book and the beginner may very well gather enough nuggets to make it worthwhile.

I was hoping for a book that spoke specifically about creating drum patterns - like on a step sequencer or with an MPC or with Battery or Maschine. This book has a little of that information but a lot of the book is filled with (sort of useless and old) information about how to set things up in (old versions of) Cubase and Logic. No mention of Ableton Live.. (not that I even want in a rhythm programming book.. but making note that this info is out of date.) There were some clever parts in the book.. the author knows his beats and shares some good tips.. but they are far and few between in the context of the book. I sent this back to 24 hours after getting it in the mail. A much better alternative is "Drum Programming" by Ray F. Badness. The Ray Badness book is not as cute and portable (it's larger format) and it's not as pretty (design is not the strong point) .. but it's the best book I've found for learning to program drum machines properly and learn some drumming

technique at the same time.

I Liked the patterns for my midi drum editor.

Pretty weak effort.. you think it's going to give you some overview and mechanics and how-to's on basic grooves, but it's almost entirely a recap of specific steps you take with a specific programs to load drum samples, etc. Just read the manual and save your money on this book. :(

well written and still usable up to a degree. Some good tips and many styles of music are covered so if you want to enhance your drumprogramming skills.

That's ok. Not exactly what I was searching for, but it's worth the bucks. Thanks Mr. Paul White for the job.

This is a no frills intro into this subject and gives you enough information to get started. I enjoyed it.

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