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No one shat on Mozart for not having a drop. — *deadmau5*

CHAPTER RECAP

Subtle adjustments can make all the difference between lifeless and full sounding drum tracks. Joel always slips the timing of his snare hits very slightly to offset them from his kick drums. This lets the snares ring through with more clarity and punch. You can also add breath to your drums by reverbing the snare and side-chain compressing it, using your kick as the key. Side-chaining is a form of compression that reduces the volume of sounds to make more auditory space for other “key” sounds. In the case, the compressor is reducing the sound of the ringing reverb to let the kick drums punch through with more force.

The drums in "Snowcone" are made up of about 10 elements, this includes kick, snare, a creatively reinterpreted sample and a bunch of percussion and noise to add texture. Much like composing a melodic structure, Joel built the drum track for the song by making one very dense and complicated eight bar loop that he liked, then copying it across the track's timeline and muting or unmuting elements to create dynamics and drama.

TAKE IT FURTHER

- You can find loads of drum loops available online. Including free libraries like SampleSwap. Start collecting loops and listening through, noting which ones you want to keep in your bins and ones you never need to hear again. You can also start playing with your loops by snipping out one-shots you like or chopping things up into entirely new loops.

SUBCHAPTERS

- ▶ The Secret to Snare Sounds
- ▶ Making Your Drums Breathe
- ▶ Case Study: Snowcone Drums

NOTES

[illegible]

12 BEATS: PART 2

ASSIGNMENT

- Build your own eight bar drum loops. Put together everything you've learned about kicks, snares, percussion, and drum processing to build a handful of your own completely original drum loops.

NOTES

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