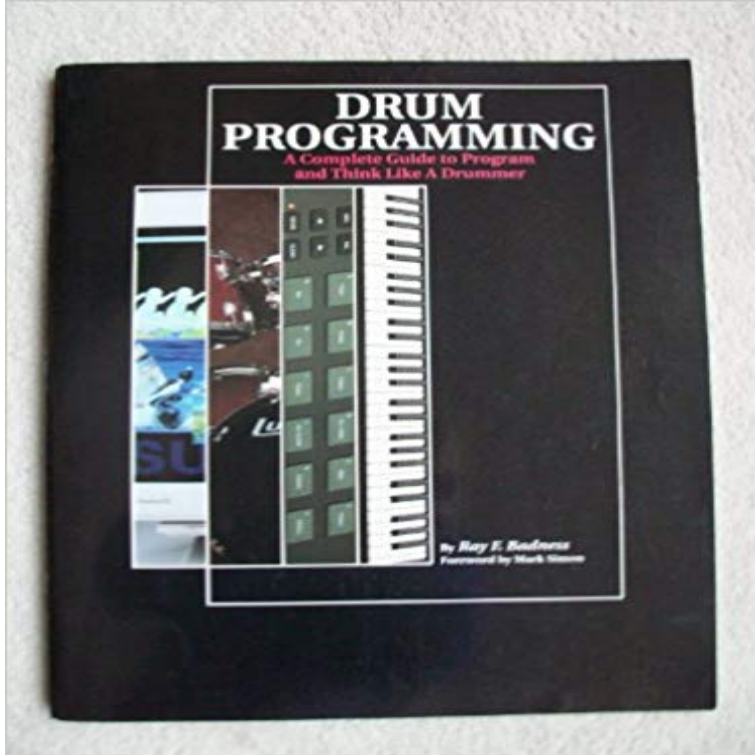


Drum Programming: A Complete Guide to Program and Think Like a Drummer by Badness, Ray F. (11/1/1991)



This is your complete guide to programming and thinking like a drummer - not a drum machine user. Instead of merely providing instructions for you to program into your machine, this book is a direct, mathematical approach to learning how to drum and how to best emulate a drum kit on a pre-recorded track. By following this book, you will gain an understanding of the drum kit that takes many drummers years to learn - and that will lead to more realistic programming and better results! Contents: The basics *The drum kit *The drum machine *Song structure *Real time & step time programming *Save your work *Tempo & time signature *Quantization *Drum machine tablature Kick & snare *Kick & snare basics *Programming your first pattern Hi-hat & ride cymbals *Hi hat basics ?, 1/8, and 1/16 note hi hat rhythms *More hi hat rhythms *Ride cymbal basics *Which do I choose Tom-toms *Tom-tom basics *What are fills *Adding a rhythm fill *Adding a tom fill *Playing with quantization More cymbals *The crash, china, & splash *Intros, bridges, & finales *Intro *Bridge *Finale *Putting it all together *Recapping the process used to create a drum track *Blank drum machine tablature

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