

Louise Beer Hand Out Lesson 2

How to create a simple house drum pattern

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How to make a basic house drum pattern.

Hello everyone.

It's Louise here. Hope you are all doing ok.

Following on from my last hand out in where I demonstrated how to count bars and beats I am now going to explain to you how to create a simple house drum pattern which could be used in Logic or any other DAW.

I will also explain how to make kick drum edits to mark the end of 4 and 8 bar sections.

If you were using Logic or any other D.A.W. you could use a software instrument or one of the inbuilt drum machines to recreate this pattern.

Much House music that was made back in the early days of dance music was created using such instruments as a Roland TR 808, TR-909 and other drum machines. The TR808 has since become one of the most iconic pieces of music hardware. Some of the earliest house and electro was made using the 808 drum machine, tunes such as Voodoo Ray by A Guy Called Gerald, Kanye West – Love Lockdown (2008) and Loose Ends - Hanging on a String. Also 808 bass drum sounds are used in more recent Trap music.

The individual drum hits that I'm going to use in this example are a Kick, Snare, Clap, closed Hi-hat and open Hi-hat. These are drums that you would typically find in many of the kits in logic or any DAW.

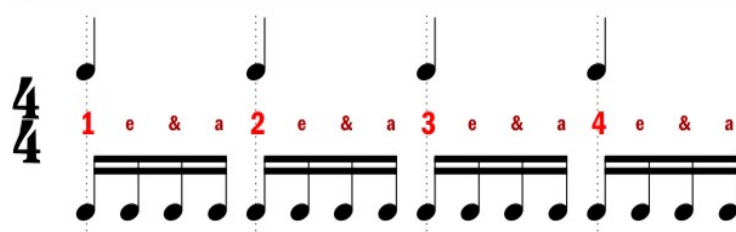
This is a simple 4 beat bar. The kick drum is playing on every beat and the snare and clap on every second beat. This will give you a very basic typical house beat. The 0 represents a drum hit.

	Beat 1	Beat 2	Beat 3	Beat 4
1 bar				
Open Hi Hat				
Clap		0		0
Snare		0		0
Kick	0	0	0	0

So imagine a kick on every beat then the clap and snare on every other beat so it would be a bit like tapping your foot to every beat of the bar and clapping on every second beat.

Next I'm going to illustrate how a 4 beat bar can be further divided into 16ths. The four beat bar is the same length as before but it is subdivided into 16 shorter notes. So 4 equal 16th notes to fill one quarter note or beat. That means in one bar there can be up to 16 beats.

16th Notes vs. Quarter Notes



This is how one bar would look like musically the top notes are the four quarter notes and the notes underneath are the sixteenth notes

Below is what a drum editor might look like representing one bar divided into 16th notes.

Closed HH	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

On the row above the clap I have entered in the closed high hat in 16th notes. The closed high hat is the high pitched metallic sound. If you tap your foot slowly 1-2-3-4 then for every beat clap your hands four times, you will be clapping in 16th notes. Now we could create some variations in our beat otherwise it would sound too repetitive.

Below there 8 bars that would usually appear in succession next to each other and in each bar In each bar I have varied the closed high hat pattern. I have also added an open high hat row.

Don't worry too much if you can't imagine what the rhythm would sound like. What you can do instead is listen to tunes. Count the bars and listen for the changes and listen to the variation in drum patterns.

At the end of bar four I have added an extra kick drum to really give it some groove.

Bar 1

Open HH			0				0				0				0	
Closed HH	0			0	0			0	0	0	0	0	0	0	0	0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0		0	

Bar 2

Open HH			0				0				0				0	
Closed HH	0			0	0		0		0	0	0	0				0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

Bar 3

Open HH			0				0				0				0	
Closed HH	0		0		0	0	0	0			0		0	0	0	0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

Bar 4

Open HH			0				0				0				0	
Closed HH	0			0	0		0		0	0	0	0		0		0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0		0	

Bar 5

Open HH			0				0				0				0	
Closed HH	0			0	0			0	0	0	0	0	0	0	0	0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

Bar 6

Open HH			0				0				0				0	
Closed HH	0			0	0		0		0	0	0	0				0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

Bar 7

Open HH			0				0				0				0	
Closed HH	0		0		0	0	0	0			0		0	0	0	0
Clap					0								0			
Snare					0								0			
Kick	0				0				0				0			

Bar 8

Open HH			0				0				0				0	
Closed HH	0			0	0		0		0	0	0	0		0		0
Clap					0								0			
Snare					0								0			
Kick	0				0				0			0		0	0	0

In bar 8 I have created quite a noticeable variation with the kick drum which will really stand out. This lets the listener know that a change is coming in the music. For example a new instrument like a bassline is about to come in or a vocalist is about to start singing it is also the point at which the DJ might mix in new tunes. It could also mark the end of an 8 bar verse by an MC.

I hope you have enjoyed this hand out and it has made sense. I will be happy to go over any questions you have.

All the best. Louise