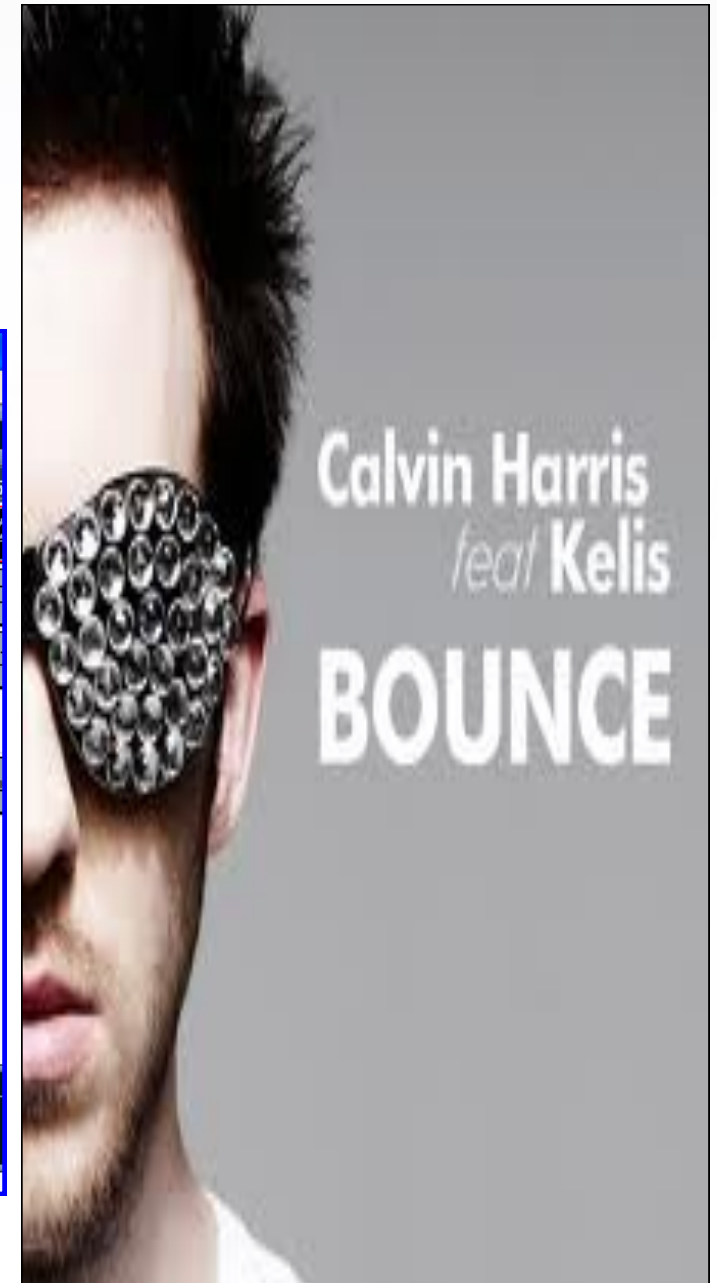
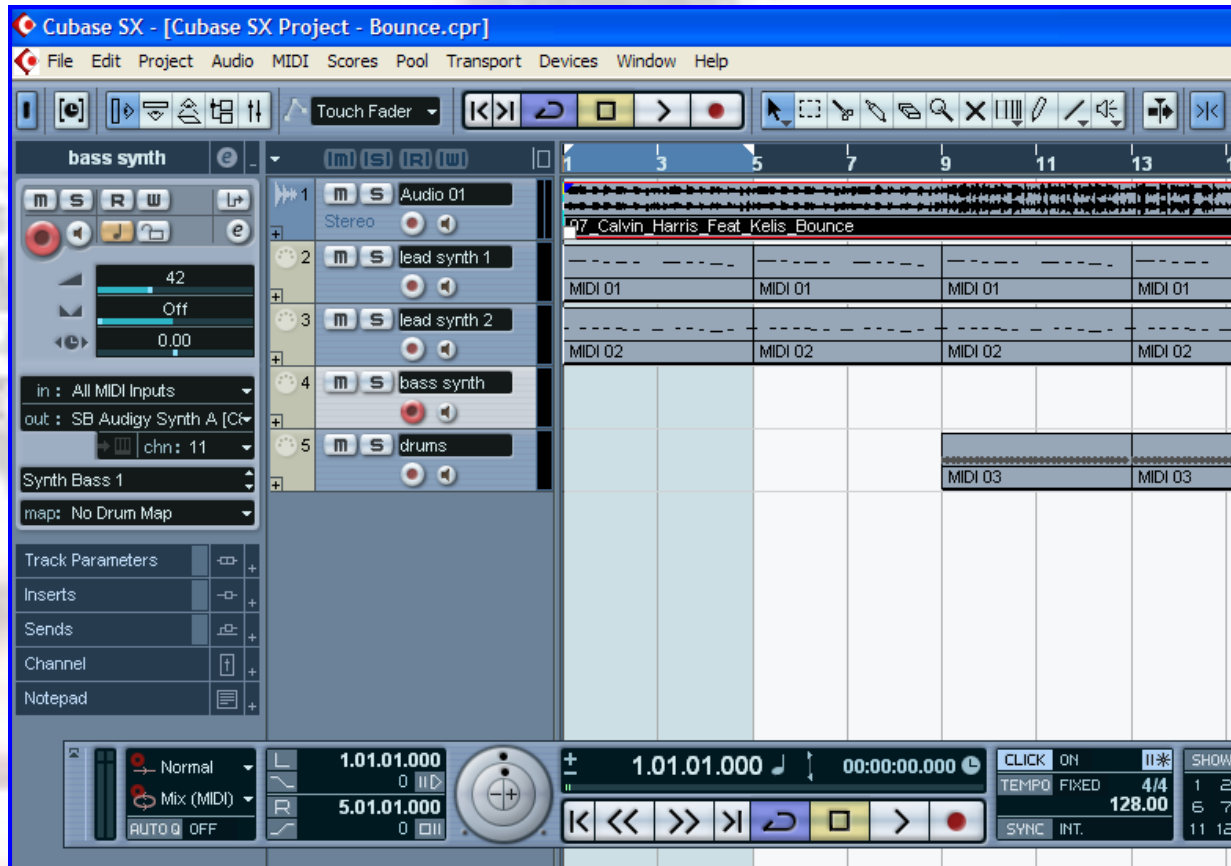


GETTING STARTED ON **BOUNCE** - Calvin Harris ft. Kelis

1. Set up your Cubase project file and **create 4 midi tracks** (if you are using Cubase SX)
Create 4 instrument tracks if you are using Cubase 4
2. **Create 1 audio track** and import the AUDIO song file **Bounce** onto the track at bar 1
3. Set your metronome **TEMPO** to the correct **BPM of 128** - do this as a **FIXED** tempo
4. Make sure that you have set up your correct sound source = HALION ONE in W18/.....in W17



The image shows a MIDI software interface with several yellow callout boxes providing instructions:

- Solo the part to hear it**: Points to the solo button in the top toolbar.
- Make sure that the quantize and length Q are the same**: Points to the 'quantize' and 'length Q' dropdown menus in the top toolbar, both set to '1 - 8 Note'.
- Make sure that your bar numbers look the same**: Points to the bar numbers (1, 2, 3, 4) displayed above the piano roll.
- Draw the notes in using your pencil (STEP TIME). Erase by delete/eraser**: Points to the pencil and eraser icons in the top toolbar.

The piano roll displays a lead synth part with notes in red and purple. The notes are labeled with their pitch and octave, such as D4, C4, B3, A3, G3, F3, E3, D3, B2, and A2. The velocity of the notes is shown in a bar graph at the bottom of the piano roll.

The screenshot displays a MIDI piano roll for a track named "Lead Synth 2". The interface includes a top toolbar with various editing tools and a control panel with the following settings:

- part list: MIDI 02
- ins. vel.: 100
- quantize: 1 - 8 Note
- length: 0
- length Q: 1 - 8 Note
- Current selection: E1, 4.4.3

The piano roll shows a sequence of notes across 16 measures. The notes are labeled with their pitch names and are positioned on a grid. The velocity lane at the bottom shows the dynamics of each note, with values ranging from approximately 50 to 100.

| Measure | Note | Approx. Velocity |
|---------|------|------------------|
| 1 | A2 | 100 |
| 2 | G2 | 100 |
| 3 | A2 | 100 |
| 4 | F2 | 100 |
| 5 | E2 | 100 |
| 6 | D2 | 100 |
| 7 | C2 | 100 |
| 8 | D2 | 100 |
| 9 | E2 | 100 |
| 10 | F2 | 100 |
| 11 | A1 | 100 |
| 12 | G1 | 100 |
| 13 | E1 | 100 |
| 14 | D2 | 100 |
| 15 | C2 | 100 |
| 16 | A2 | 100 |

Midi map for
Lead Synth 2

File Edit Project Audio MIDI Scores Pool Transport Devices Window Help

part list MIDI 03 ins. vel. 100 ins. length Drum-Map Link quantize 1 - 8 Note

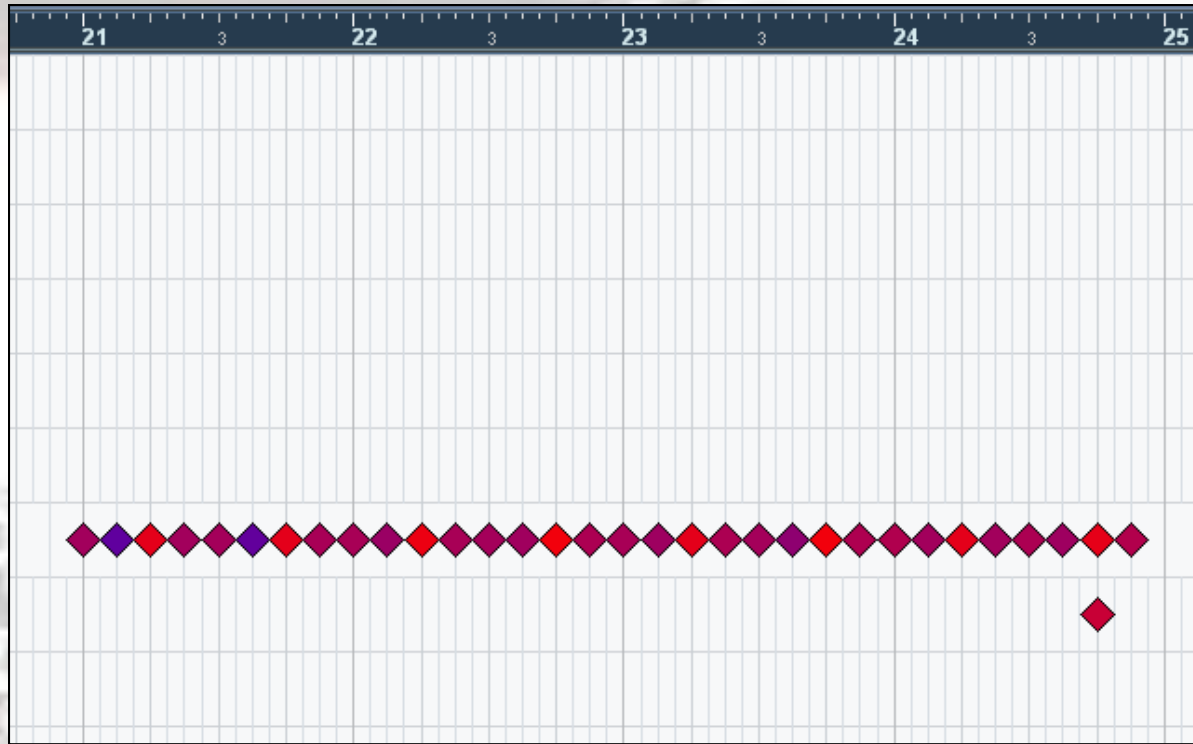
| Pitch | Instrument | Drumstick | quantize |
|-------|-----------------|-----------|-------------|
| C1 | Bass Drum | | 1 - 16 Note |
| C#1 | Side Stick | | 1 - 16 Note |
| D1 | Acoustic Snare | | 1 - 16 Note |
| D#1 | Hand Clap | | 1 - 16 Note |
| E1 | Electric Snare | | 1 - 16 Note |
| F1 | Low Floor Tom | | 1 - 16 Note |
| F#1 | Closed Hi-Hat | | 1 - 8 Note |
| G1 | High Floor Tom | | 1 - 16 Note |
| G#1 | Pedal Hi-Hat | | 1 - 16 Note |
| A1 | Low Tom | | 1 - 16 Note |
| A#1 | Open Hi-Hat | | 1 - 16 Note |
| B1 | Low Middle Tom | | 1 - 16 Note |
| C2 | High Middle Tom | | 1 - 16 Note |

M Map Map Velocity

M Default Names

Drum Map
bar 9 -21

This high-hat sound comes in at bar 9; it isn't really a drum kit high - hat so choose the right kind of sound and make sure that your velocities are similar to the map.



Drum map for bars 21—25

Cubase SX - [Drum Editor: MIDI 03]

File Edit Project Audio MIDI Scores Pool Transport Devices Window Help

part list MIDI 03 ins. vel. 100 ins. length Drum-Map Link quantize 1 - 8 Note

| Pitch | Instrument | Quantize | M |
|-------|-----------------|-------------|--------------------------|
| C1 | Bass Drum | 1 - 4 Note | 3 25 3 26 3 27 3 28 3 29 |
| C#1 | Side Stick | 1 - 16 Note | |
| D1 | Acoustic Snare | 1 - 16 Note | |
| D#1 | Hand Clap | 1 - 4 Note | |
| E1 | Electric Snare | 1 - 16 Note | |
| F1 | Low Floor Tom | 1 - 16 Note | |
| F#1 | Closed Hi-Hat | 1 - 8 Note | |
| G1 | High Floor Tom | 1 - 16 Note | |
| G#1 | Pedal Hi-Hat | 1 - 16 Note | |
| A1 | Low Tom | 1 - 16 Note | |
| A#1 | Open Hi-Hat | 1 - 8 Note | |
| B1 | Low Middle Tom | 1 - 16 Note | |
| C2 | High Middle Tom | 1 - 16 Note | |

Main drum beat bars 25 - 41
Make sure quantize settings match

Always adjust the velocities slightly on all your drum notes - make it sound more real

GM Map Map Velocity GM Default Names

The screenshot shows a music software interface with a piano roll. The piano roll has a time axis from 25 to 29. The notes are arranged in a descending sequence across several staves. The notes are labeled as follows:

- Staff 1: A1, A1
- Staff 2: G1
- Staff 3: E1, E1, F1
- Staff 4: D1, D1, C1, C1
- Staff 5: B0
- Staff 6: A0, A0, A0, G0, G0
- Staff 7: F0, F0
- Staff 8: E0, E0
- Staff 9: D0, D0, D0, D0, D0, D0
- Staff 10: C0, C0
- Staff 11: A-1, G-1, E-1

The interface includes a toolbar with various tools. Two yellow arrows point to the 'quantize' and 'length Q' dropdown menus, both set to '1 - 8 Note'. A yellow text box contains the following text:

When the track gets going, there is a busy **sub - bass synth** part that is something like this. This bass synth part runs from bar 25 - 55 (you will need to trim the last bit. Also at bar 41 - the volume level drops until 55

It's really important to get the correct pitch - it needs to be low and also **MUST have the correct type of sound** so that it is not too overpowering.

| Pitch | Instrument | Quantize | 40 | 3 | 41 | 3 |
|-------|-----------------|-------------|----|---|----|---|
| C1 | Bass Drum | 1 - 4 Note | | | ◆ | ◆ |
| C#1 | Side Stick | 1 - 16 Note | | | | |
| D1 | Acoustic Snare | 1 - 4 Note | | | ◆ | ◆ |
| D#1 | Hand Clap | 1 - 4 Note | | | | |
| E1 | Electric Snare | 1 - 16 Note | | | | |
| F1 | Low Floor Tom | 1 - 16 Note | | | | |
| F#1 | Closed Hi-Hat | 1 - 4 Note | | | ◆ | ◆ |
| G1 | High Floor Tom | 1 - 16 Note | | | | |
| G#1 | Pedal Hi-Hat | 1 - 16 Note | | | | |
| A1 | Low Tom | 1 - 16 Note | | | | |
| A#1 | Open Hi-Hat | 1 - 8 Note | | | | |
| B1 | Low Middle Tom | 1 - 16 Note | | | | |
| C2 | High Middle Tom | 1 - 16 Note | | | | |

| | | |
|------------|-------|----------|
| GM Map | Map | Velocity |
| GM Default | Names | |

At bar 41 - 57 the drum beat relaxes to this less busier part