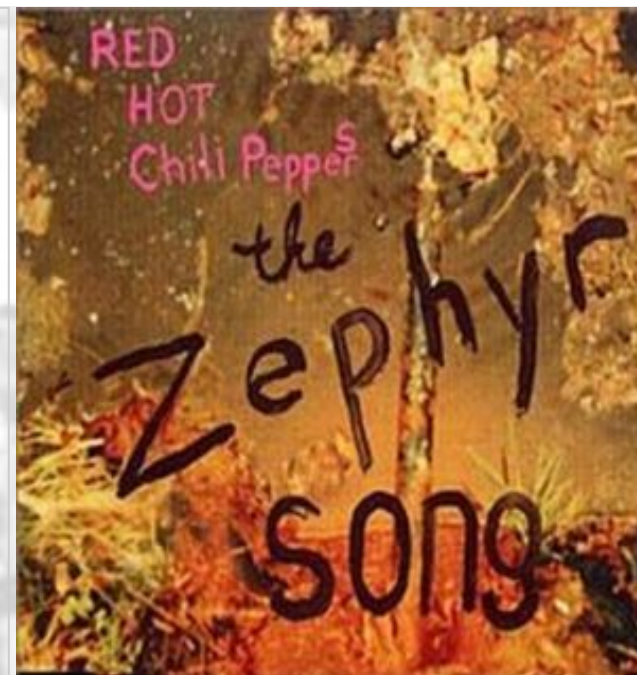


GETTING STARTED ON THE ZEPHYR SONG - Red Hot Chilli Peppers

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 *The Zephyr Song* onto the track at bar 1
3. Set your metronome **TEMPO** to the correct **BPM of 117.3** - 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 screenshot shows the Cubase SX software interface. The title bar reads 'Cubase SX - [Cubase SX Project - The Zephyr Song.cpr]'. The menu bar includes File, Edit, Project, Audio, MIDI, Scores, Pool, Transport, Devices, Window, and Help. The toolbar contains various playback and editing icons. The main workspace is divided into several sections:

- Left Panel:** Shows track parameters for 'distorted guitar'. It includes a volume fader set to 0.00, a pan knob, and a distortion control set to 'DistortionGuitar'.
- Track List:** Shows five tracks: 1. Audio 01 (Stereo), 2. Guitar, 3. distorted guitar, 4. Bass Guitar, and 5. DRUMS.
- MIDI Editor:** Shows a piano roll for 'The Zephyr Song' with a timeline from bar 1 to 33. The track list shows 'Guitar' and 'Bass Guitar' tracks with notes visible.
- Bottom Panel:** Shows the transport controls, including a tempo display set to 117.30 BPM, a time signature of 4/4, and a 'CLICK OFF' indicator.

RED

Make sure that the quantize and length Q are the same

Midi map
LEAD GUITAR BARS 1 - 9

Solo the part to hear it

The screenshot shows a MIDI piano roll for a guitar part. The interface includes a menu bar (File, Edit, Transport, Devices, Window, Help), a toolbar with various editing tools, and a main workspace with a piano roll and a velocity editor. The piano roll shows notes for 9 bars, with bar numbers 1 through 9 displayed above the staff. The notes are color-coded: red for higher notes (G3, F3, E3, D3, C3) and purple for lower notes (B2, A2, G2, F2, E2). The velocity editor at the bottom shows vertical bars of varying heights, indicating different velocity levels for each note. A yellow box at the top right contains the text 'Midi map LEAD GUITAR BARS 1 - 9'. A yellow box at the top center contains the text 'Make sure that the quantize and length Q are the same', with arrows pointing to the 'quantize' and 'length Q' dropdown menus in the toolbar. A yellow box at the top left contains the text 'Solo the part to hear it', with an arrow pointing to the solo button in the toolbar. A yellow box on the left side contains the text 'Draw the notes in using your pencil (STEP TIME). Erase by delete/eraser', with an arrow pointing to the pencil tool in the toolbar. A yellow box at the bottom center contains the text 'Keep the velocity settings mixed - make sure they are NOT all the same level', with an arrow pointing to the velocity editor. A yellow box on the right side contains the text 'Make sure that your bar numbers look the same', with an arrow pointing to the bar numbers in the piano roll.

Draw the notes in using your pencil (STEP TIME).
Erase by delete/eraser

Make sure that your bar numbers look the same

Keep the velocity settings mixed - make sure they are NOT all the same level

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part list
Bass Guitar

ins. vel. 100

quantize 1 - 1 Note

1 2 3 4 5 6 7 8 9

C2

A1

G1

E1

F1

C1

length Q

1 - 1 Note

1.0

Mouse Time Value

1.01.0

1.01.0

Bass Guitar part bars 5 - 9

You could try **playing** this part in in **step time** using this function.

Make sure the highlighted line is in the right place - check the counter

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The screenshot shows a DAW's drum map editor. On the left is a list of instruments with columns for Pitch, Instrument, and Quantize. The main area is a piano roll with a grid. The top of the piano roll has a blue header with bar numbers 1, 2, 3, 3, 4, 3. The piano roll contains red diamond notes for Bass Drum (C1) and Electric Snare (E1). The Bass Drum notes are in every 8th slot of every bar. The Electric Snare notes are in every 4th slot of every bar. The velocity editor at the bottom shows vertical bars representing the velocity of each note.

Pitch	Instrument	Quantize
C1	Bass Drum	1 - 16 Note
C#1	Side Stick	1 - 8 Note
D1	Acoustic Snare	1 - 16 Note
D#1	snare	1 - 16 Note
E1	Electric Snare	1 - 4 Note
F1	Low Floor Tom	1 - 8 Note
F#1	Closed Hi-Hat	1 - 8 Note
G1	High Floor Tom	1 - 8 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

Annotations:

- Intro drum beat bars 1 - 4
Make sure quantize settings match
- Drum Map bar 1 - 5
SET YOUR CHANNEL TO 10

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

Here is the main drum beat for the rest of the intro and the verse.

This runs from bar 5 - 9 (add a crash cymbal on the 4th beat of bar 9) for the intro

Then it runs from 9 - 25. At bar 25 - there is an easy fill

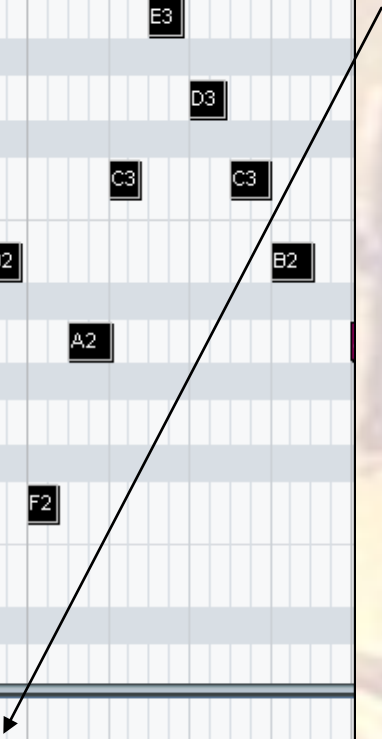
Instrument	Quantize
Bass Drum	1 - 16 Note
Side Stick	1 - 8 Note
Acoustic Snare	1 - 4 Note
snare	1 - 16 Note
Electric Snare	1 - 4 Note
Low Floor Tom	1 - 8 Note
Closed Hi-Hat	1 - 16 Note
High Floor Tom	1 - 8 Note
Pedal Hi-Hat	1 - 8 Note
Low Tom	1 - 16 Note
Open Hi-Hat	1 - 4 Note

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MIDI piano roll for Lead Guitar Verse bars 9-13. The piano roll shows 13 measures with various notes labeled with pitch names like G3, F3, E3, D3, C3, B2, A2, G2, F2, and E2. A velocity lane at the bottom shows varying bar heights. The piano roll is divided into measures 9, 10, 11, and 12, with measure 13 partially visible. Measure 9 contains notes G3, F3, E3, C3, A2. Measure 10 contains G3, F3, E3, D3, B2, G2. Measure 11 contains F3, E3, D3, B2, G2, E2. Measure 12 contains E3, D3, C3, B2, A2, F2. Measure 13 contains E3, D3, C3, B2.

Lead Guitar Verse
bars 9 - 13.

Keep all the velocities
different



RED

Lead Guitar Verse
bars 13 - 16.

Keep all the velocities
different

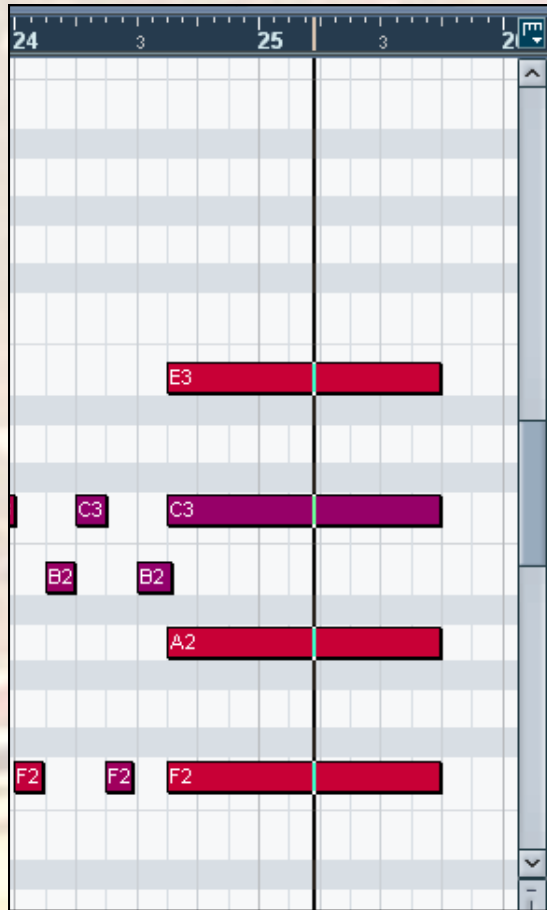
The screenshot displays a music software interface for a guitar lead part. The top section contains a control panel with various icons and settings, including a part list for 'Guitar', an instrument velocity of 100, and quantization settings for '1 - 16 Note' and 'length 0'. The main area is a piano roll with a grid showing time in measures. The part is divided into four measures: measure 13 (3 bars), measure 14 (3 bars), measure 15 (3 bars), and measure 16 (3 bars). The piano roll shows notes for various strings, with labels such as E3, D3, C3, B2, A2, G2, F2, and E2. The velocity lane at the bottom shows vertical bars representing the velocity of each note, indicating that all velocities are different as per the instruction.

Bass Guitar part fro Verse bars 9 - 17

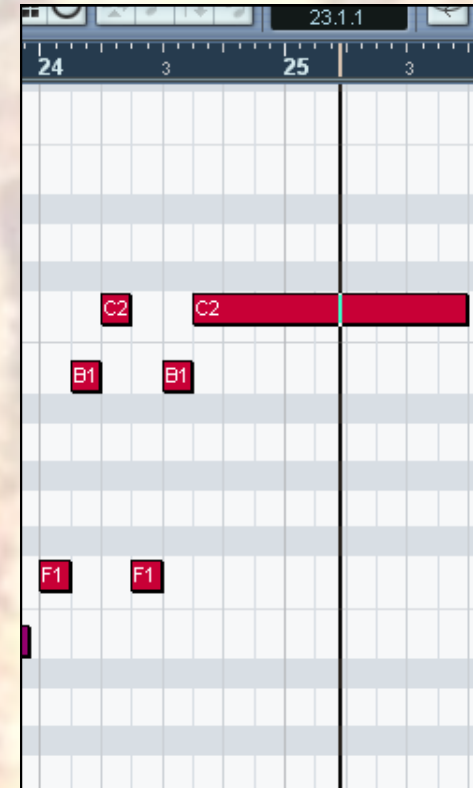
The screenshot displays a music software interface for editing a bass guitar part. The top toolbar contains various editing tools and settings, including a part list showing 'Bass Guitar' with an instrument velocity of 100. The main piano roll area shows a sequence of notes across seven staves, with notes labeled C2, B1, A1, G1, F1, E1, and C1. The notes are colored in shades of purple and red. A yellow callout box points to the notes in bar 11. The bottom section shows a velocity lane with vertical bars representing the dynamics of each note.

Staff	Bar 9	Bar 10	Bar 11	Bar 12	Bar 13	Bar 14	Bar 15	Bar 16	Bar 17
Staff 1		C2				C2	C2		
Staff 2		B1		B1				B1	B1
Staff 3	A1	A1	A1		A1	A1	A1	A1	A1
Staff 4		G1	G1			G1	G1	G1	G1
Staff 5				F1	F1			F1	F1
Staff 6			E1	E1			E1	E1	
Staff 7				C1	C1			C1	C1

Bars 17 - 26 is a direct repeat for all parts (copy and paste). Apart from bars 24 - 26



LEAD GUITAR bars 24 - 25



BASS GUITAR bars 24 - 25

LEAD GUITAR for chorus repeats through 26 - 30 and then 30 - 32 with this new ending at 32

This screenshot shows a MIDI piano roll for a guitar part from measure 26 to 29. The interface includes a toolbar at the top with various editing tools, a part list showing 'Guitar', and a quantize setting of '1 - 8 Note'. The piano roll is divided into four staves: C3, B2, A2, and C2. The notes are as follows:

Measure	C3	B2	A2	F#2	D2
26			A2	F#2	D2
27			A2	F#2	D2
28		B2	A2	F#2	D2
29		B2	A2	G2	D2

The velocity bar at the bottom shows the dynamics of each note, with a consistent level across the measures.

This screenshot shows a MIDI piano roll for a guitar part from measure 32 to 34. The interface is similar to the first screenshot, with a part list showing 'Guitar' and a quantize setting of '1 - 8 Note'. The piano roll is divided into four staves: C3, B2, A2, and C2. The notes are as follows:

Measure	C3	B2	A2	E2	D2
32		B2	A2	E2	D2
33		B2	A2	E2	D2
34		B2	A2	E2	D2

The velocity bar at the bottom shows the dynamics of each note, with a consistent level across the measures.

RED

part list distorted gt. ins. vel. 100 quantize 1 - 1 N

26 27 28 29 30 31 32 33 34

E3, D3, C#3, B2, A2, G2, F#2, D2

Distorted Guitar chords for chorus

Velocity

part list Bass Guitar ins. vel. 100 quantize 1 - 8 Note length 1 - 32

26 27 28 29

A1, G1, D1

Bass Guitar for chorus repeated x2

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The screenshot shows a music software interface with a menu bar (File, Edit, Project, Audio, MIDI, Scores, Pool, Transport, Devices, Window, Help) and a toolbar. A piano roll is displayed for a drum part, showing notes for various instruments like Bass Drum, Side Stick, Acoustic Snare, Electric Snare, Low Floor Tom, Closed Hi-Hat, High Floor Tom, Pedal Hi-Hat, Low Tom, Open Hi-Hat, Low Middle Tom, High Middle Tom, Crash Cymbal 1, High Tom, Ride Cymbal 1, Chinese Cymbal, Ride Bell, Tambourine, and Splash Cymbal. A yellow callout box with an arrow points to the velocity values of the notes.

Pitch	Instrument	Quantize
C1	Bass Drum	1 - 16 Note
C#1	Side Stick	1 - 8 Note
D1	Acoustic Snare	1 - 4 Note
D#1	snare	1 - 16 Note
E1	Electric Snare	1 - 1 Note
F1	Low Floor Tom	1 - 8 Note
F#1	Closed Hi-Hat	1 - 16 Note
G1	High Floor Tom	1 - 8 Note
G#1	Pedal Hi-Hat	1 - 8 Note
A1	Low Tom	1 - 16 Note
A#1	Open Hi-Hat	1 - 4 Note
B1	Low Middle Tom	1 - 16 Note
C2	High Middle Tom	1 - 16 Note
C#2	Crash Cymbal 1	1 - 16 Note
D2	High Tom	1 - 16 Note
D#2	Ride Cymbal 1	1 - 16 Note
E2	Chinese Cymbal	1 - 16 Note
F2	Ride Bell	1 - 16 Note
F#2	Tambourine	1 - 16 Note
G2	Splash Cymbal	1 - 16 Note

Remember - this drum part was played by a person - so as always make sure that your velocities are different throughout - particularly on your high-hats and snare