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)

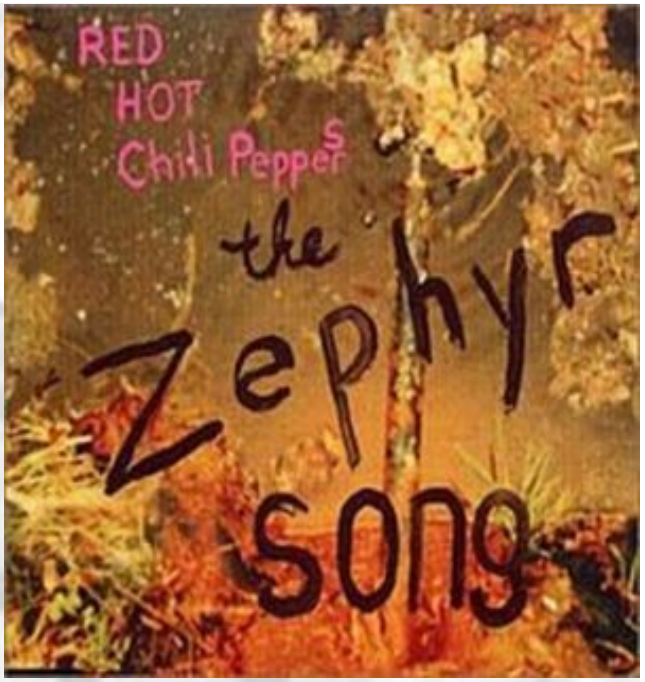
   Create 4 instrument tracks if you are using Cubase 4

2. **Create 1 audio track** and **import the AUDIO song file *The Zephyr Song***

   onto the track at bar 1

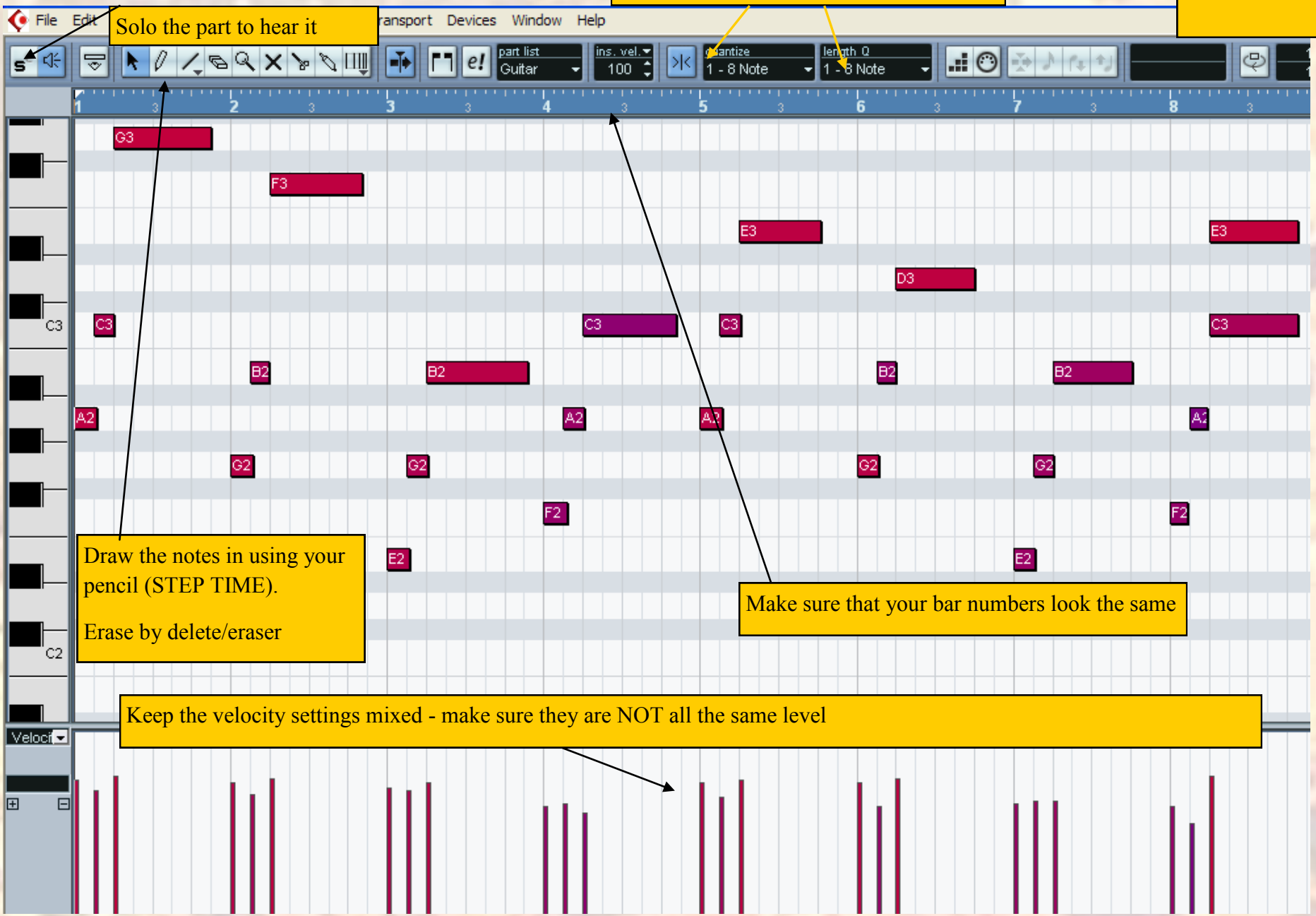
3. Set your metronome **TEMPO** to the correct **BPM of 117.3** - do this as a FIXED tempo

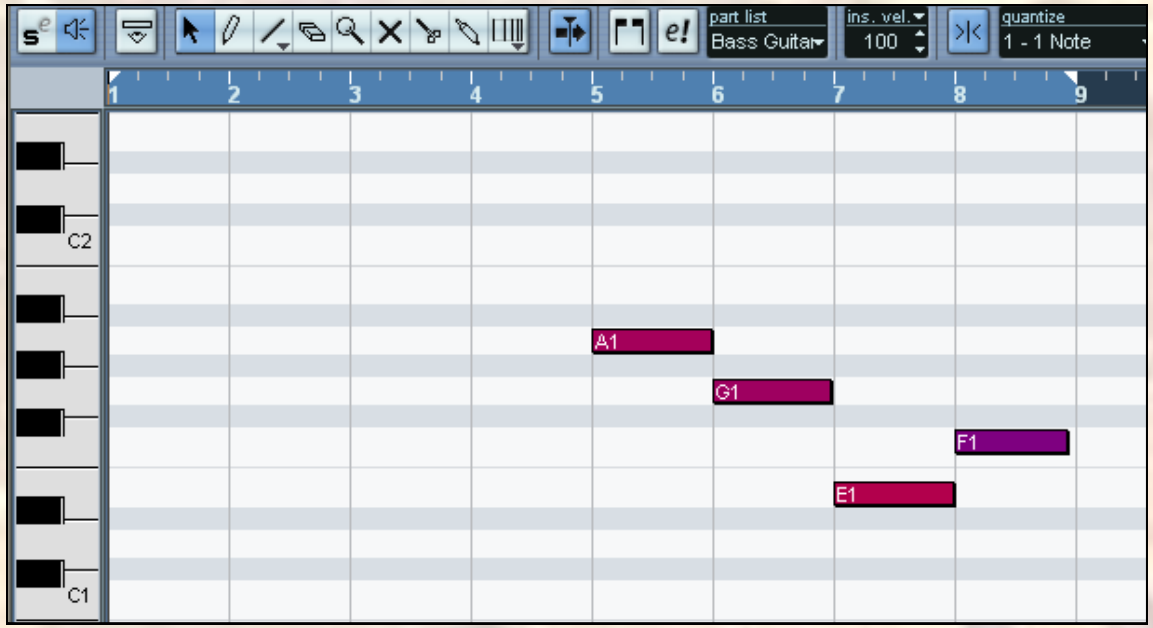
4. Make sure that you have set up your correct sound source = HALION ONE in W18/…..in W17



Midi map

LEAD GUITAR BARS 1 - 9

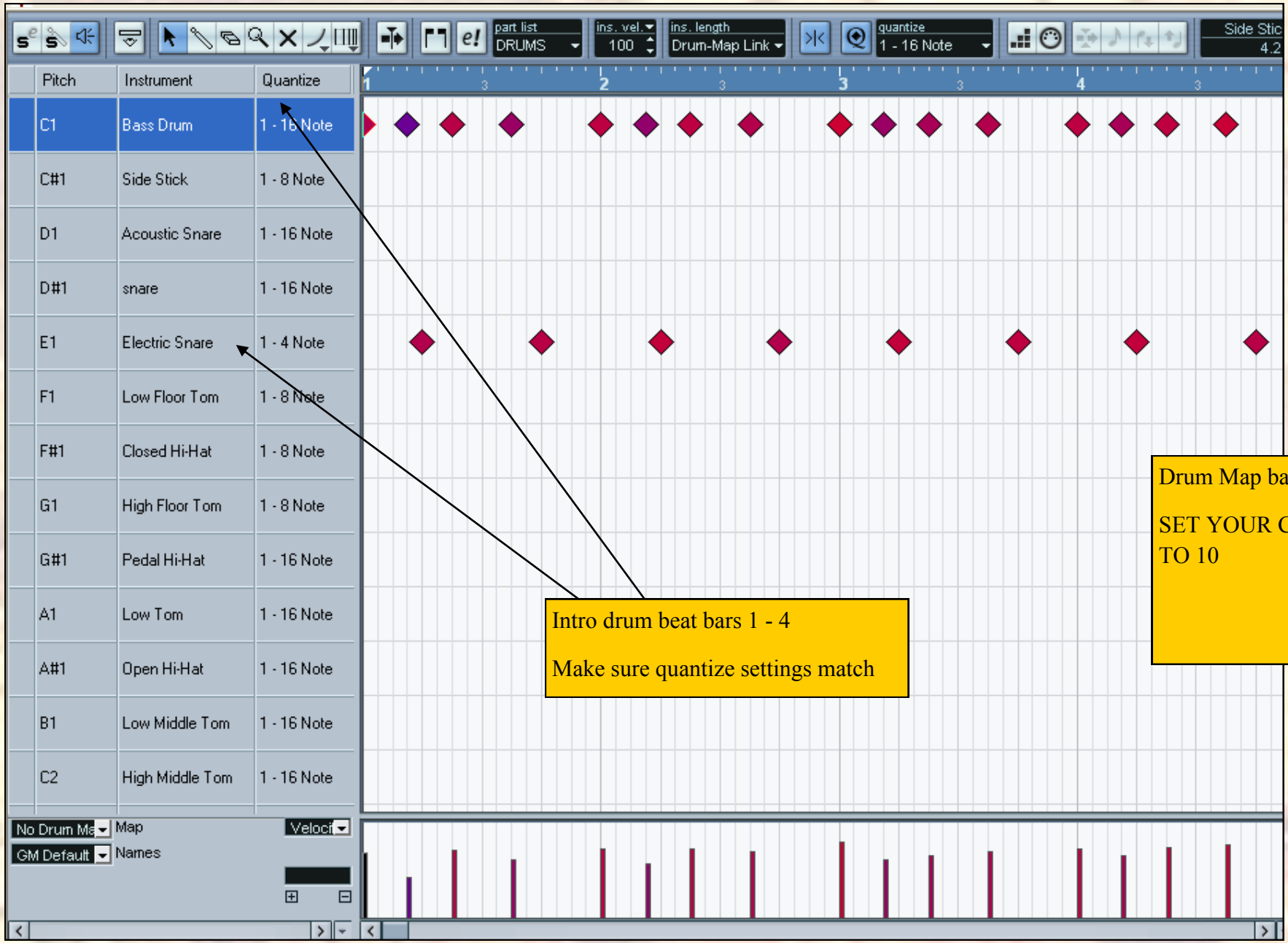


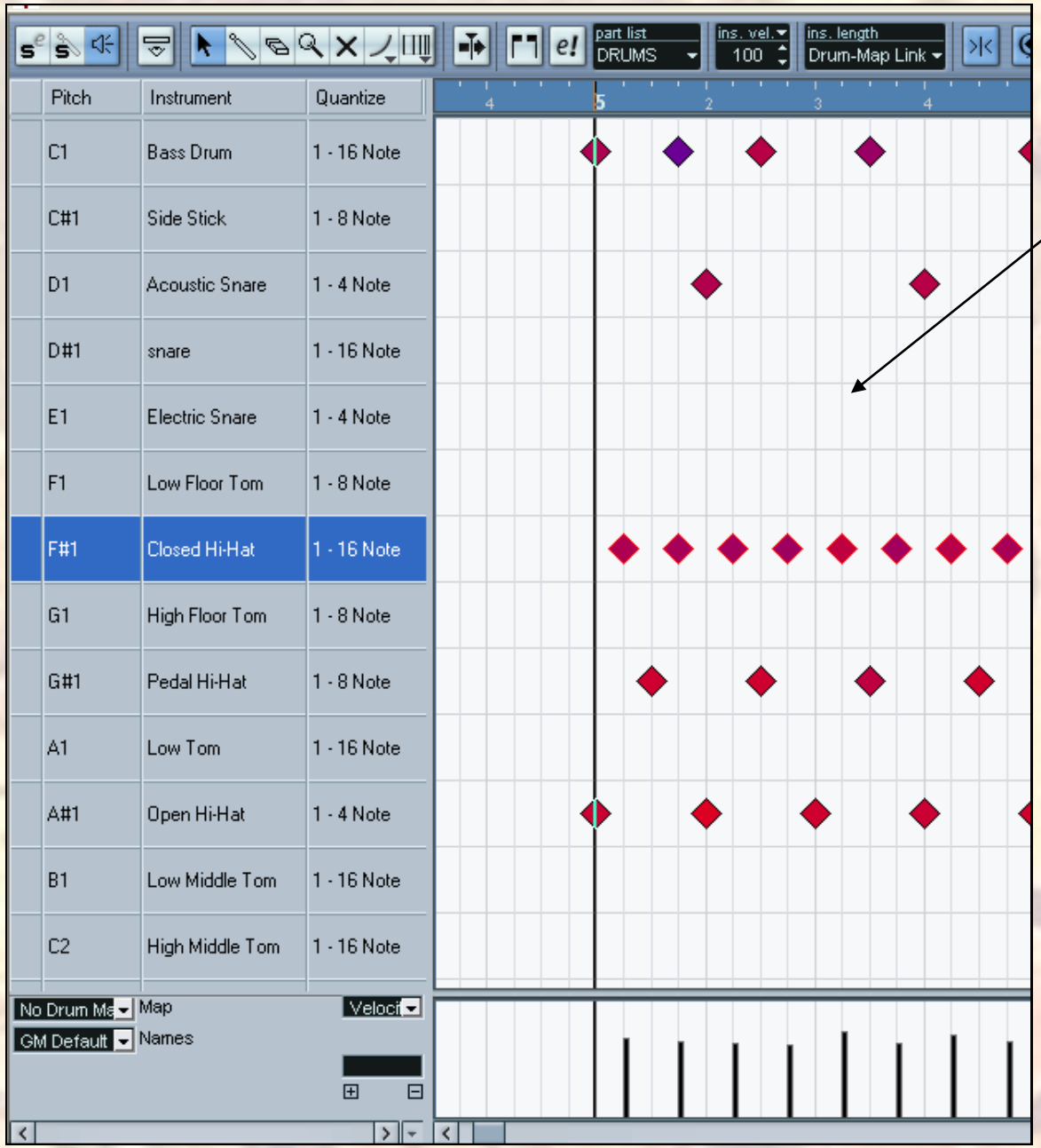


Bass Guitar part bars 5 - 9

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

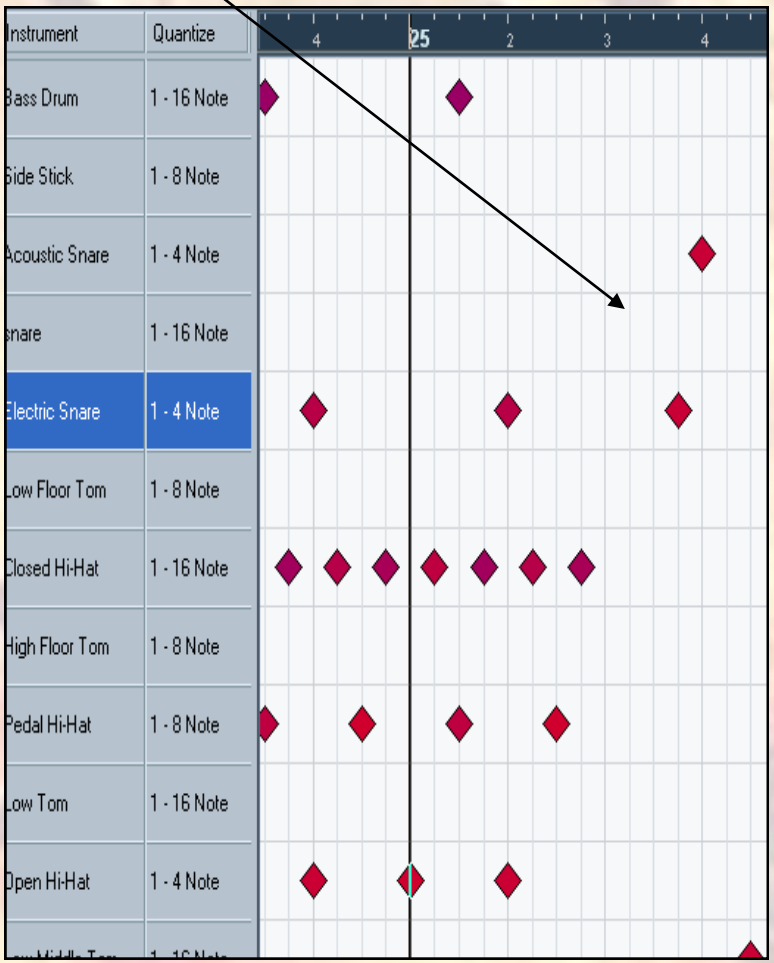

part list
DRUMS
ins. vel.
100
ins. length
Drum-Map Link
quantize
1 - 16 Note
Side Stic
4.2
Pitch
Instrument
Quantize
C1 Bass Drum 1 - 16 Note
C#1 Side Stick 1 - 8 Note
D1 Acoustic Snare 1 - 16 Note
D#1 snare 1 - 16 Note
E1 Electric Snare 1 - 4 Note
F1 Low Floor Tom 1 - 8 Note
F#1 Closed Hi-Hat 1 - 8 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
No Drum Ma
Map
Velocit
GM Default
Names
Intro drum beat bars 1 - 4
Make sure quantize settings match
Drum Map bar 1 - 5
SET YOUR CHANNEL TO 10

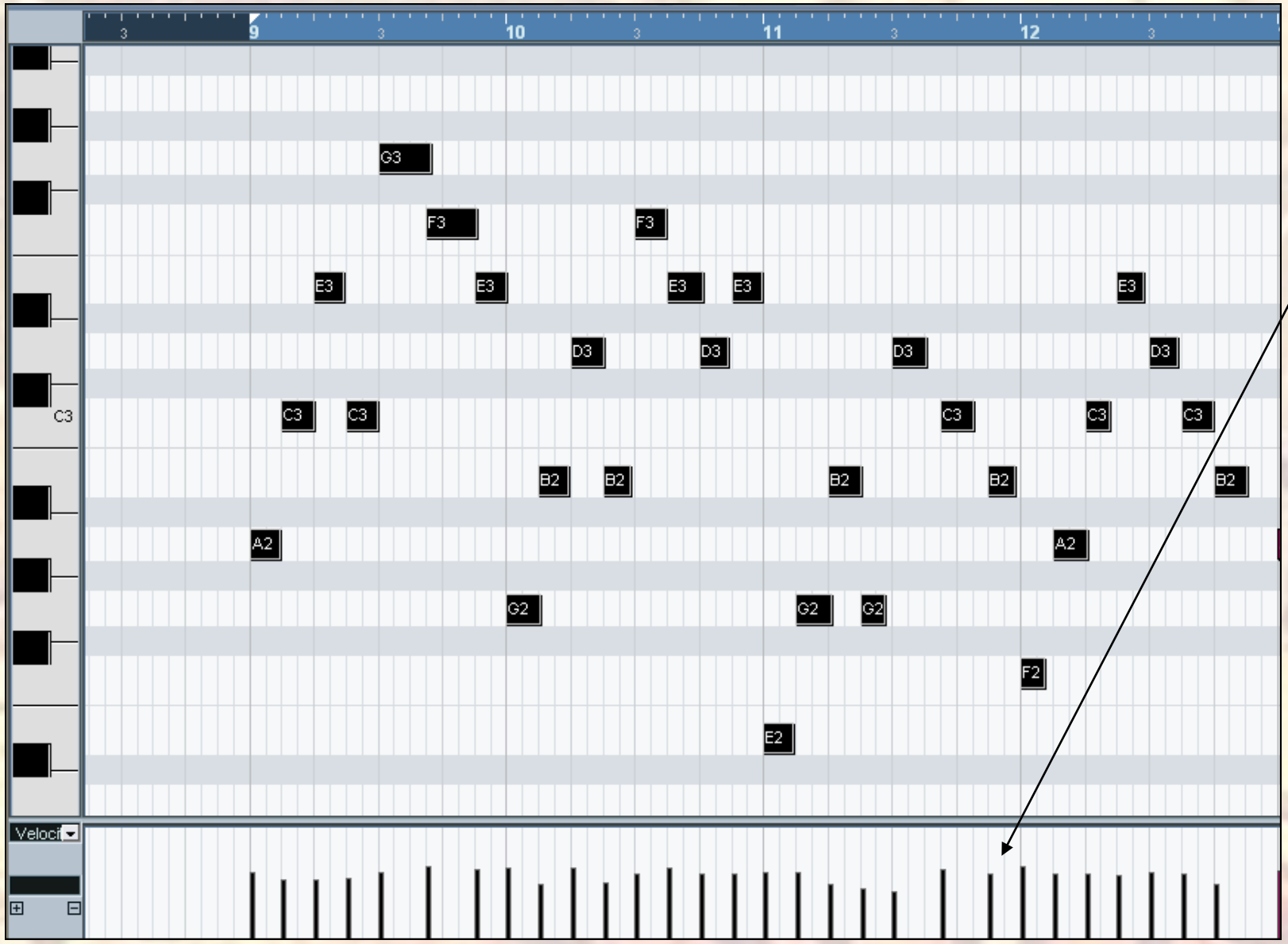


Here is the main drum beat for the rest of the intro and the verse.

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



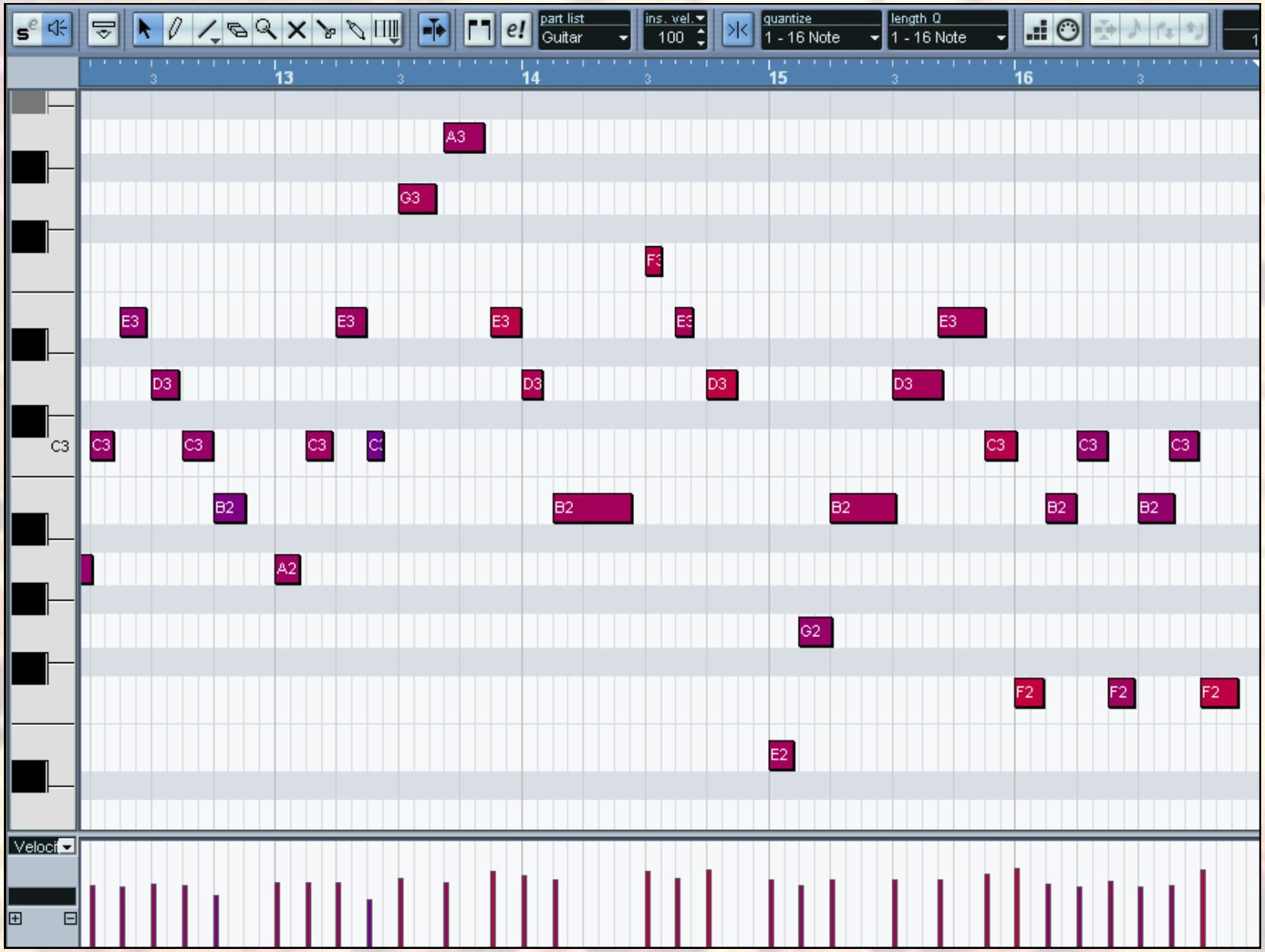


Lead Guitar Verse
bars 9 - 13.

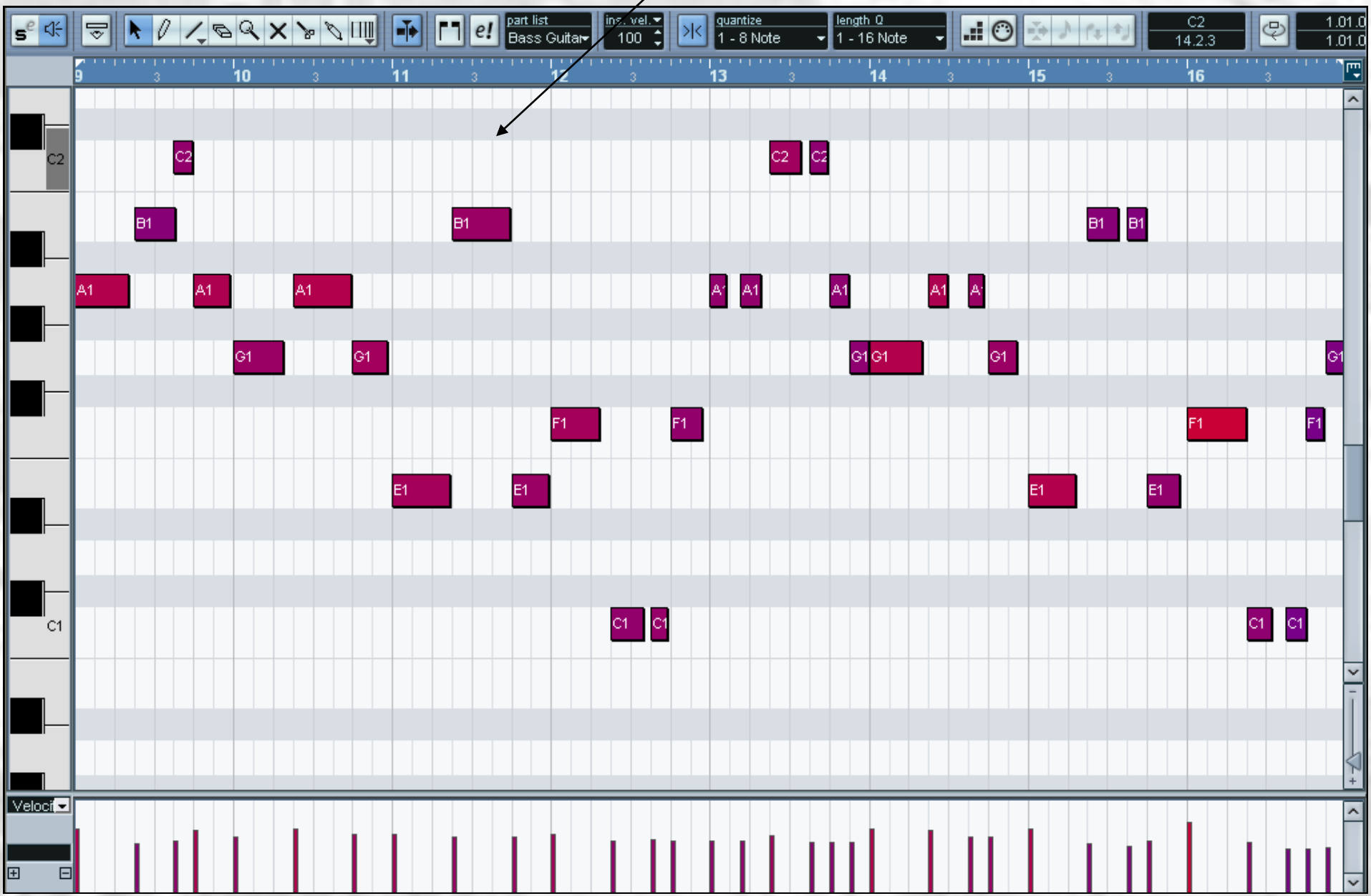
Keep all the velocities different

Lead Guitar Verse
bars 13 - 16.

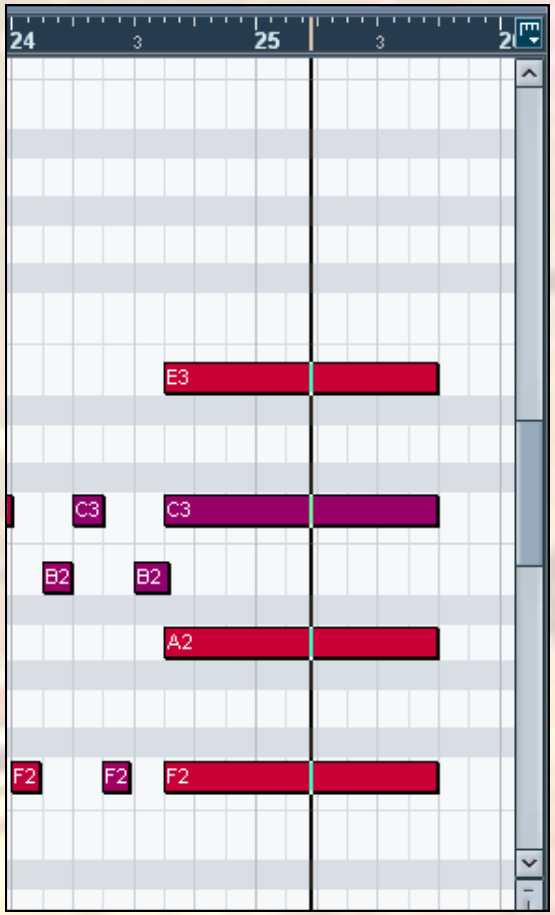
Keep all the velocities
different



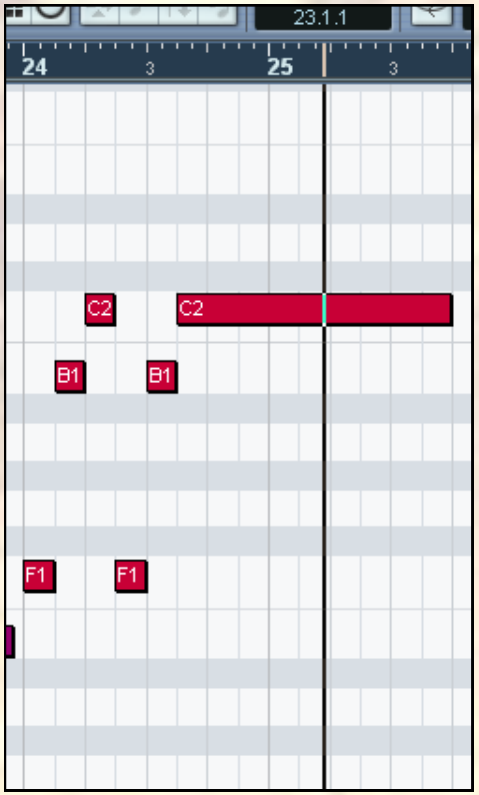
Bass Guitar part fro Verse bars 9 - 17



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

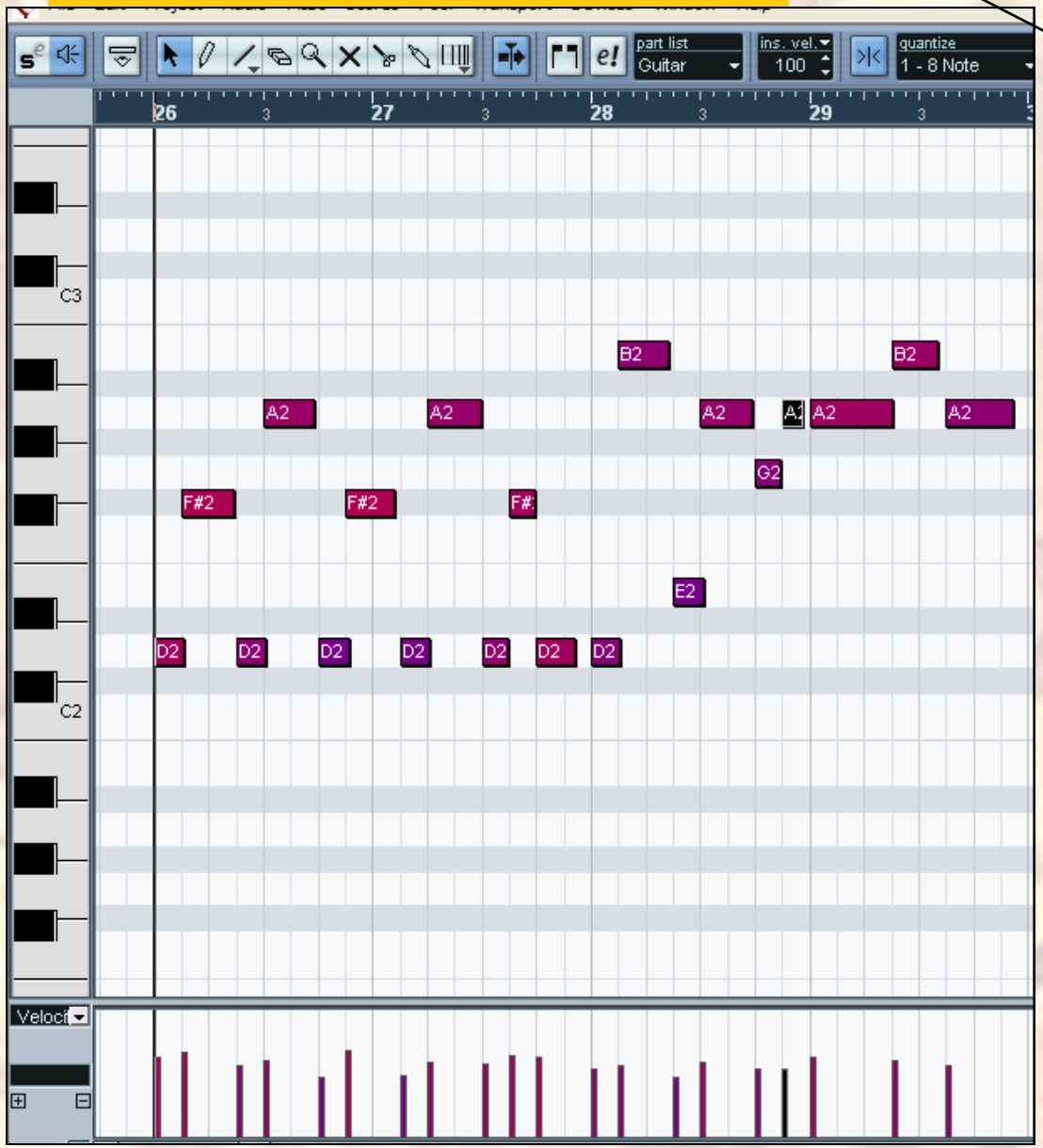


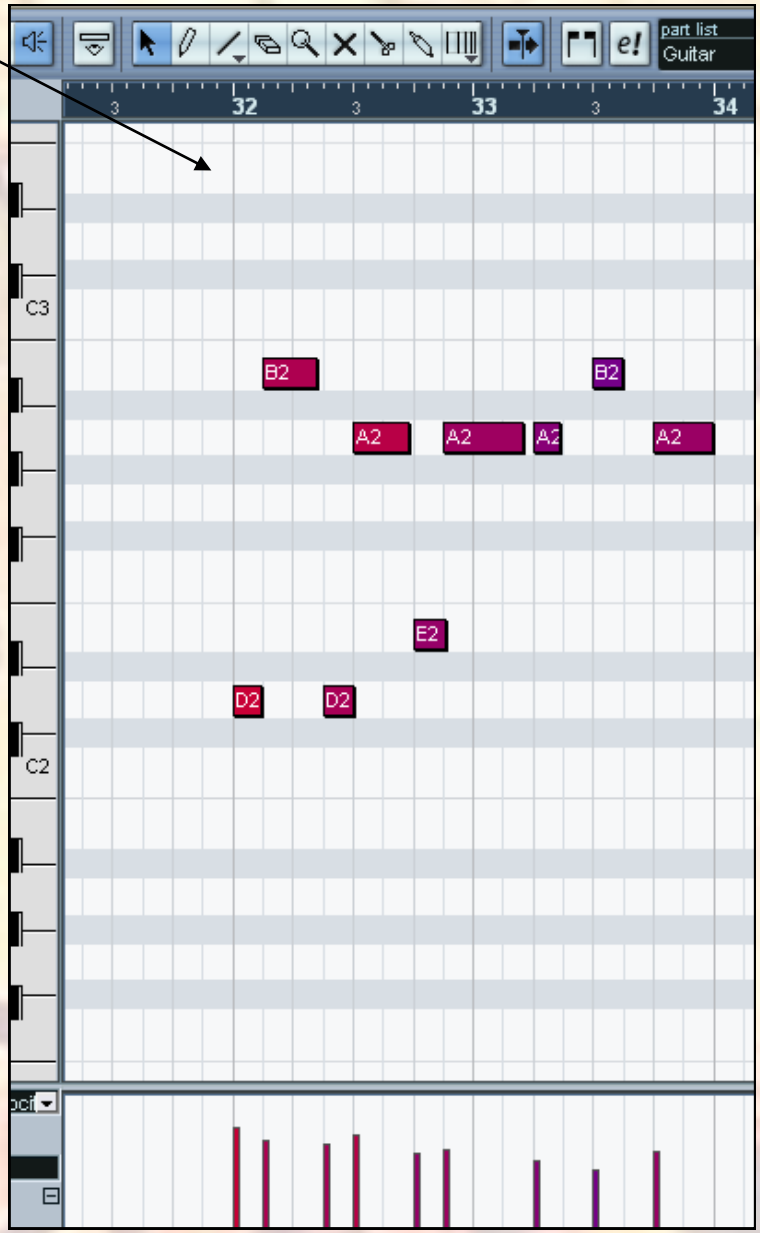
LEAD GUITAR bars 24 - 25

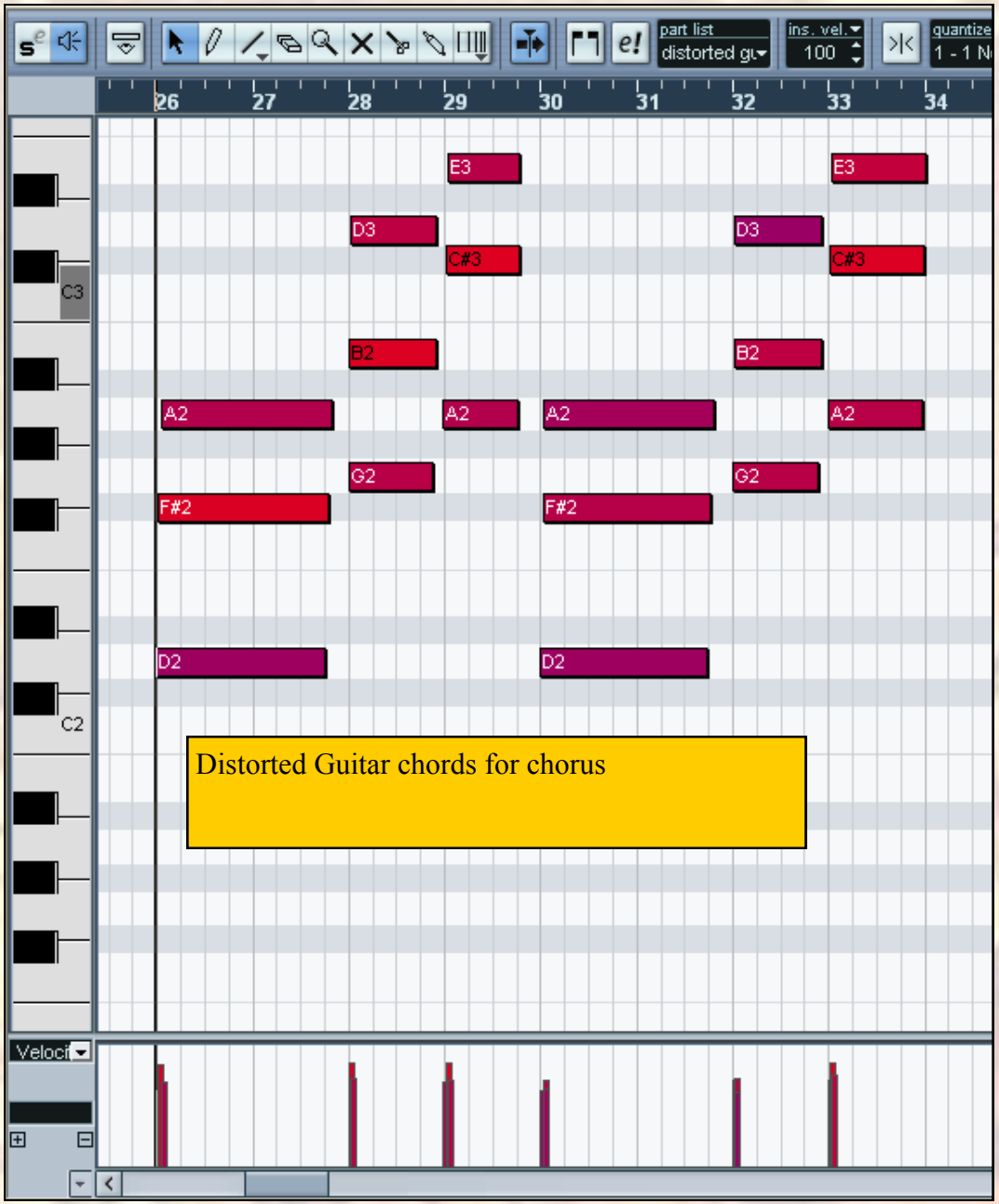


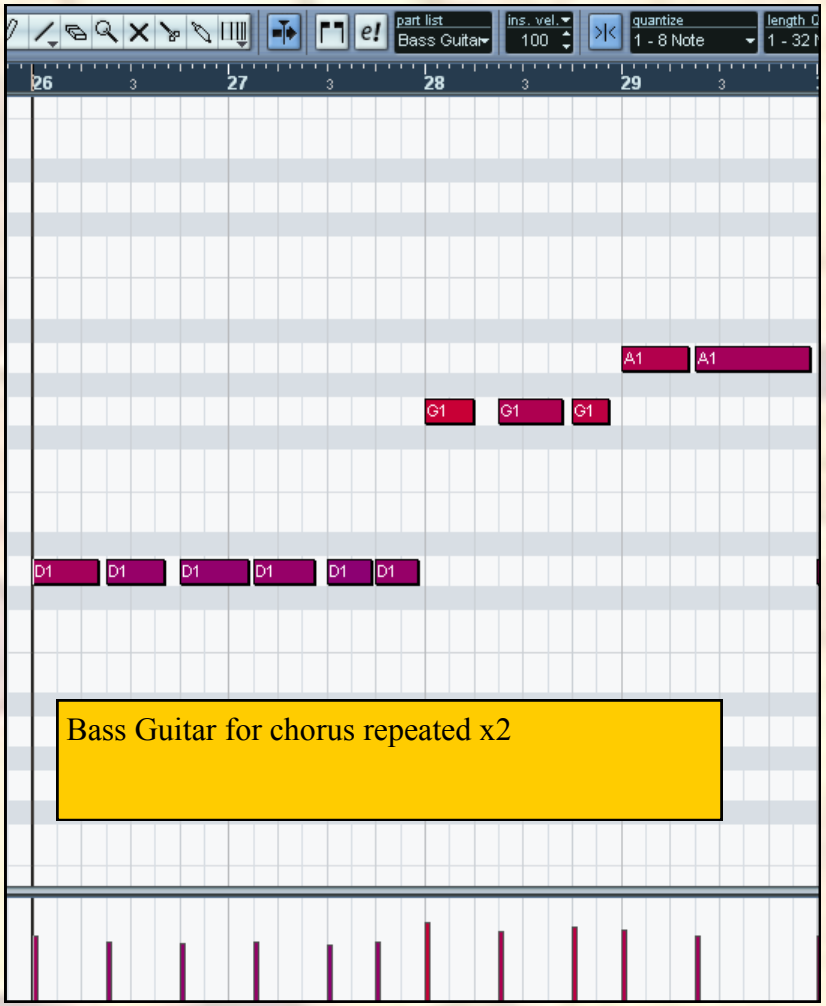
BASS GUITAR bars 24 - 25

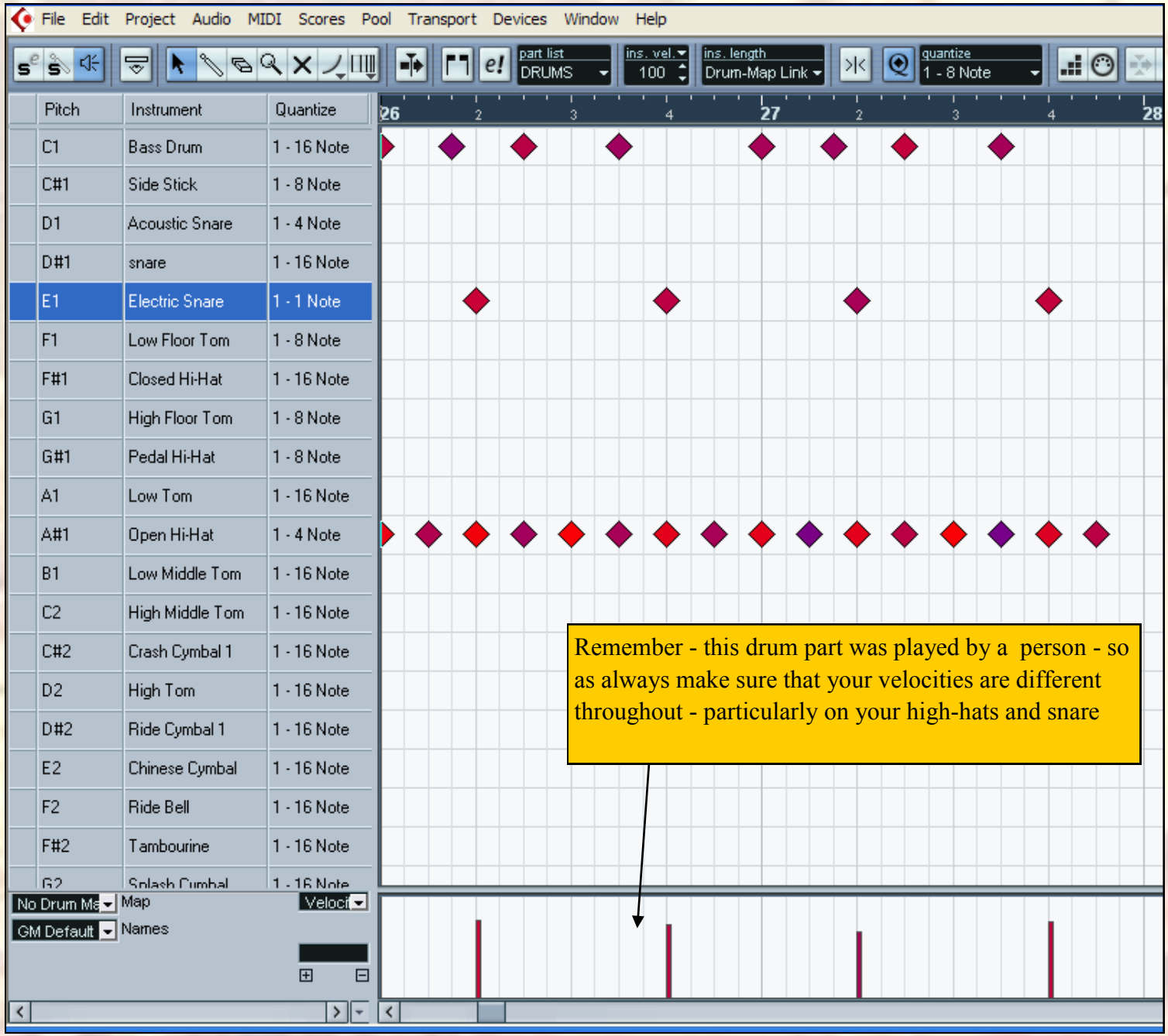
LEAD GUITAR for chorus repeats through 26 - 30 and then 30 - 32 with this new ending at 32






part list
distorted gu
ins. vel.
100
quantize
1 - 1 N
26
27
28
29
30
31
32
33
34
E3
E3
D3
D3
C#3
C#3
B2
B2
A2
A2
A2
A2
G2
G2
F#2
F#2
D2
D2
C3
C2
Velocity
Distorted Guitar chords for chorus


part list
Bass Guitar
ins. vel.
100
quantize
1 - 8 Note
length
1 - 32
26
27
28
29
A1
A1
G1
G1
G1
D1
D1
D1
D1
D1
D1
Bass Guitar for chorus repeated x2


File Edit Project Audio MIDI Scores Pool Transport Devices Window Help
part list
DRUMS
ins. vel.
100
ins. length
Drum-Map Link
quantize
1 - 8 Note
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
26
27
28
No Drum Ma
Map
Velocit
GM Default
Names
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