

Chords

A **chord**, in [music](#), is any [harmonic](#) set of pitches/frequencies consisting of multiple [notes](#) (also called "pitches") that are heard as if sounding [simultaneously](#)



C



G



F

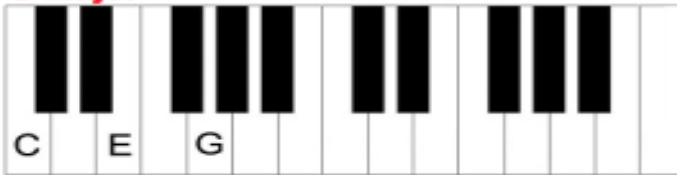


Dm



MAJOR CHORDS

C Major



C# Major



Db Major



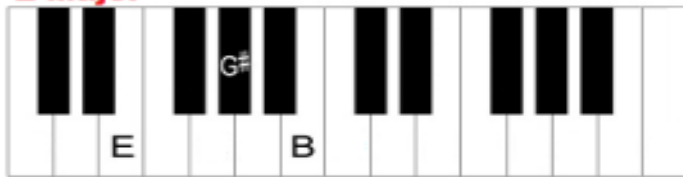
D Major



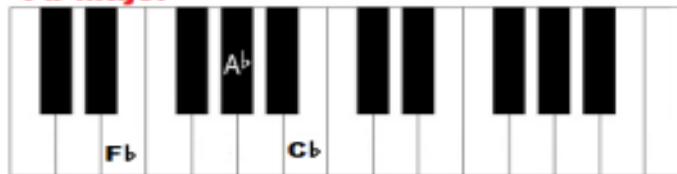
Eb Major



E Major



Fb Major



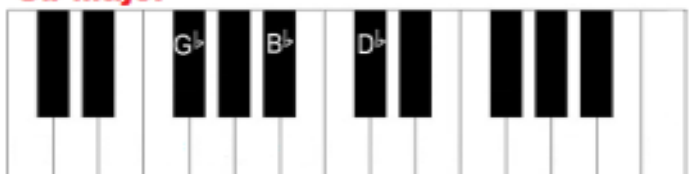
F Major



F# Major



Gb Major



G Major



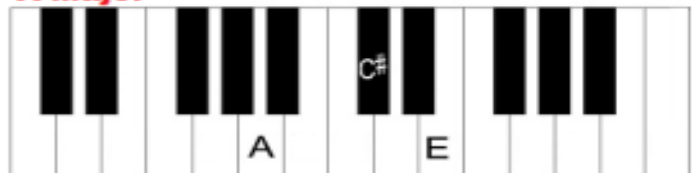
G# Major



Ab Major



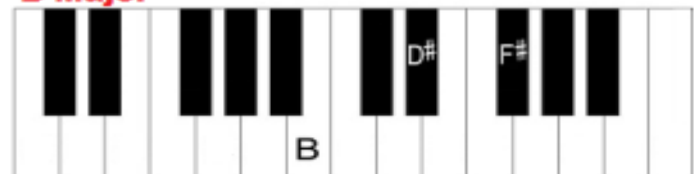
A Major



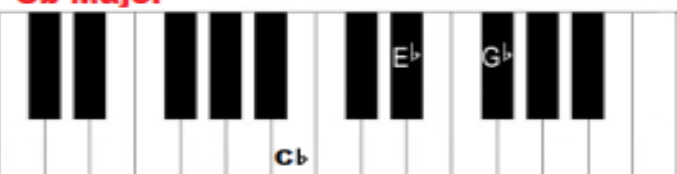
Bb Major



B Major



Cb Major



MINOR CHORDS

C Minor



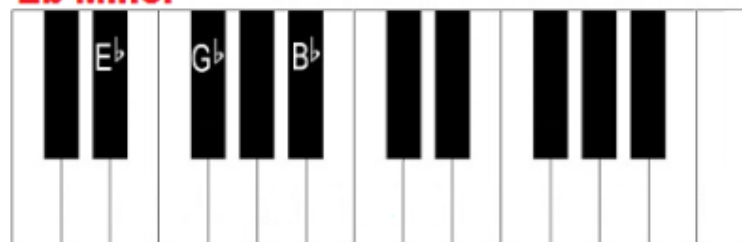
C# Minor



D Minor



E \flat Minor



E Minor



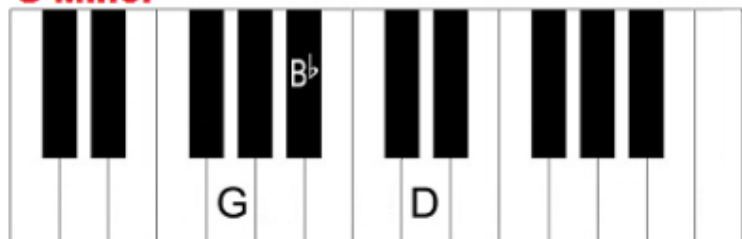
F Minor



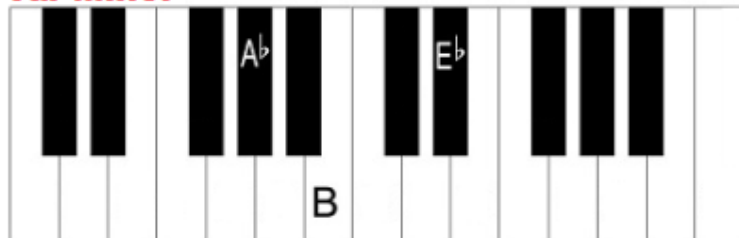
F# Minor



G Minor



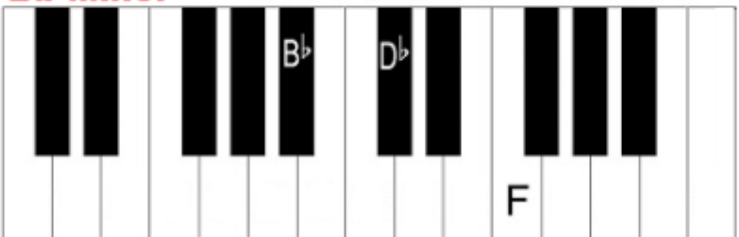
A \flat Minor



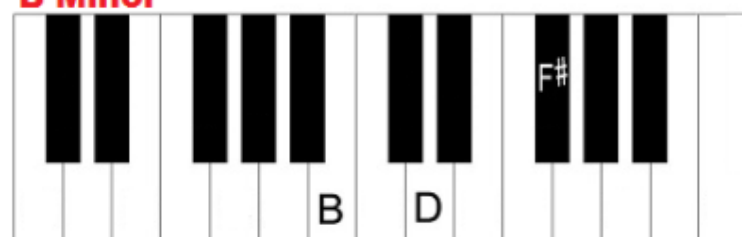
A Minor



B \flat Minor



B Minor



Melodies

3 Types of Melodies

1. 1. Chord-based melodies: Some songwriters start their melody-writing process by writing a series of chord changes. They then compose melodies based on chord tones—the notes that make up each chord.
2. 2. Scale-based melodies: Scale based melodies are comprised of notes within a particular scale or mode. For instance, a C major melody might only use the notes found in a C major scale (Indicated by a Key Signature with no sharp or flat notes). Major and minor scales usually contain seven notes (some minor scales contain more), but you can compose a great melody using fewer notes. Pentatonic scales only use 5 notes, frequently appear in pop music production.
3. 3. Monotone melodies: Technically, melodies can also be monotone rhythmic patterns. Some hip-hop vocal melodies fit this category, as do dance beats in some EDM songs. This doesn't mean that every drum beat counts as a song's melody, but if there aren't any pitched sounds layered on top of it, a rhythmic pattern can serve as the melody for a section of a song.



Instrumentation

1. The "soul" of the song

Determine what the soul of the song is. By this I mean the core intention, emotion, and story of it. You can write on a piece of paper the ideas that come into your mind to have them as a reference.

2. The landscape, the setting of the song

If the song tells a story, where does this story take place?

Where would you like to transport your audience when they hear the song?

Thinking about the landscape and settings can help you figure out what you need to reproduce that in your song, and make it an audible experience.

3. The range of the instruments

Before choosing the instruments, it is vital to consider their range. We shouldn't think of using a clarinet (soprano) for very low melodies (tenor), in which case it would be better to use a trombone.

- **Soprano:** flute, violin, soprano sax, trumpet, clarinet...
- **Alto:** alto sax, french horn, alto flute, alto clarinet, viola.
- **Tenor:** trombone, tenor saxophone, guitar.
- **Baritone:** baritone saxophone, bass clarinet, cello, euphonium.
- **Bass:** contrabass, bass sax, tuba.

4. The Genre

Each genre has a determined structure among other particular characteristics that differentiate one genre from another. If you want to create a song in a specific genre, check out the typical ensemble for that genre.

Keys + Scales

Keys

In music a key is the major or minor scale around which a piece of music revolves. A song in a major key is based on a major scale. A song in a minor key is based on a minor scale.

A song played in the ‘key of C major’ revolves around the seven notes of the C major scale – C, D, E, F, G, A, and B. That means the fundamental notes making up the song’s melody, chords, and bassline are all derived from that group of notes.

A song in the ‘key of F major’ uses the notes of the F major scale – F, G, A, Bb, C, D, and E.

Similarly, a piece of music can be in a *minor key* and revolve around a natural minor scale. For example, a song in the ‘key of D minor’ uses the notes of the D minor scale – D, E, F, G, A, Bb, and C.

Any major scale or natural minor scale can serve as a key for a piece of music.

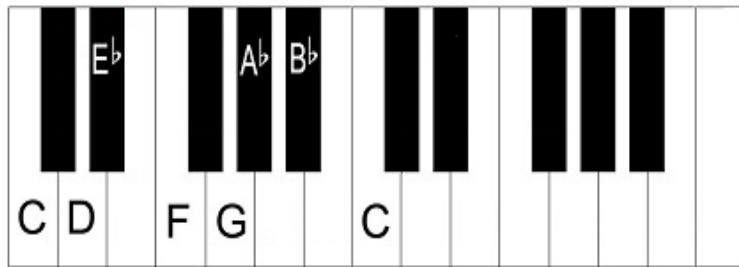
Scales

Each degree of the scale has a special name:

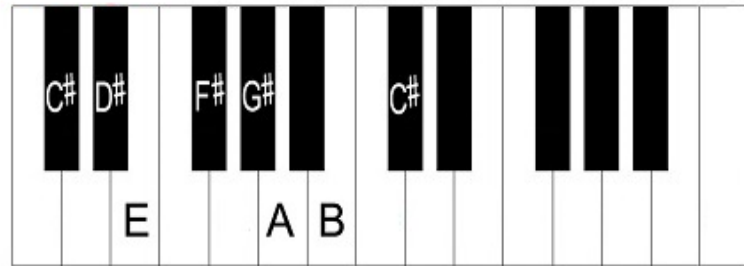
- 1st degree: the tonic
- 2nd degree: the supertonic
- 3rd degree: the mediant
- 4th degree: the subdominant
- 5th degree: the dominant
- 6th degree: the submediant
- 7th degree: the leading note (or leading tone)

MINOR SCALES

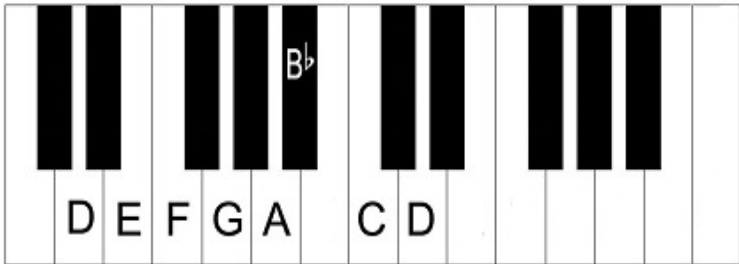
C Minor Scale



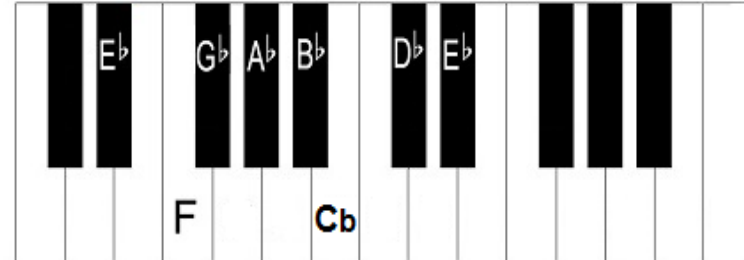
C# Minor Scale



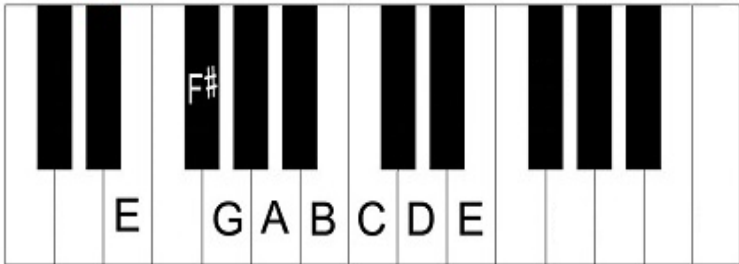
D Minor Scale



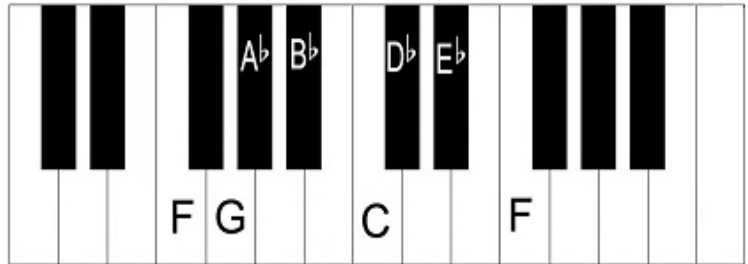
E♭ Minor Scale



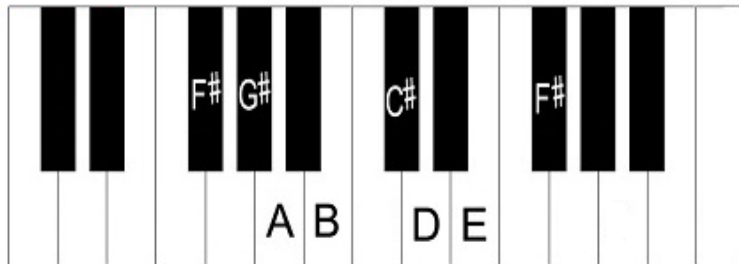
E Minor Scale



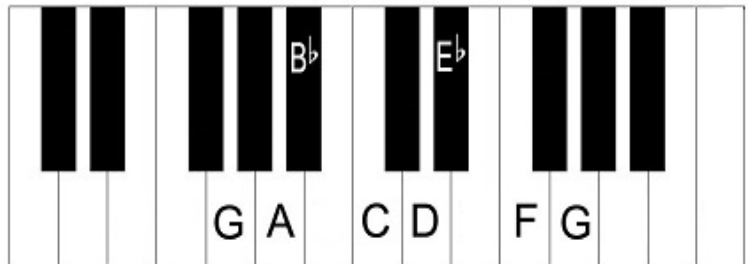
F Minor Scale



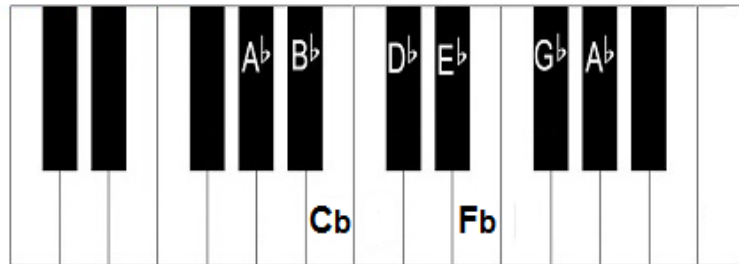
F# Minor Scale



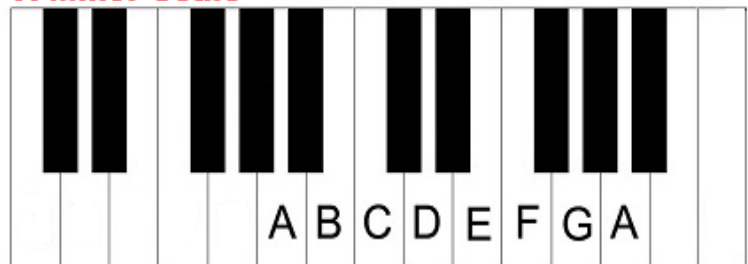
G Minor Scale



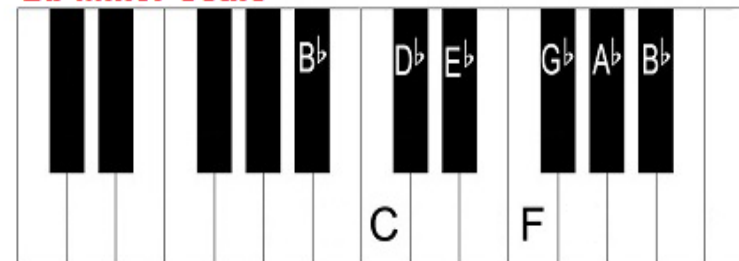
A♭ Minor Scale



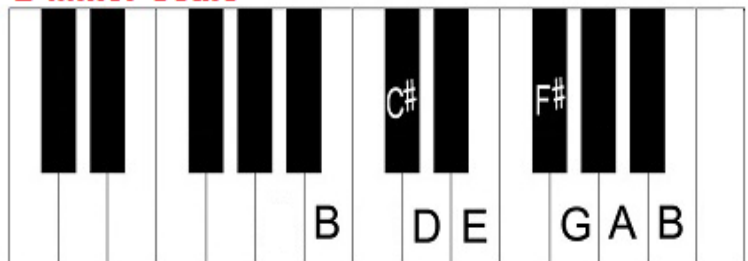
A Minor Scale



B♭ Minor Scale

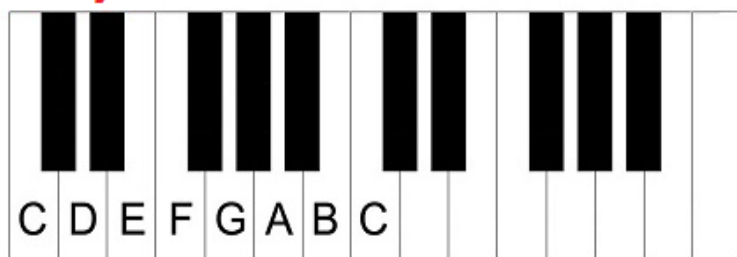


B Minor Scale

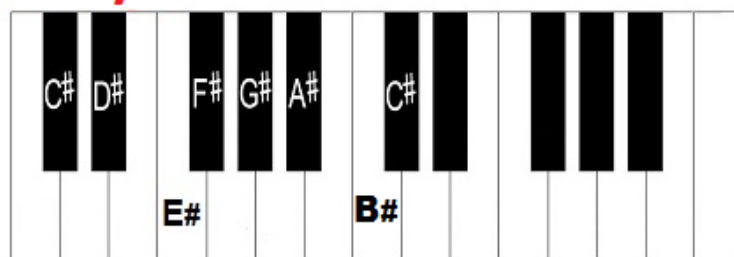


MAJOR SCALES

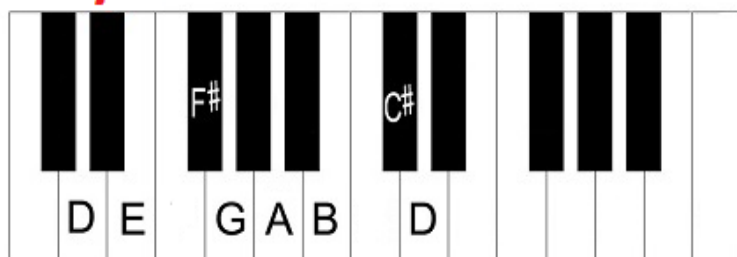
C Major Scale



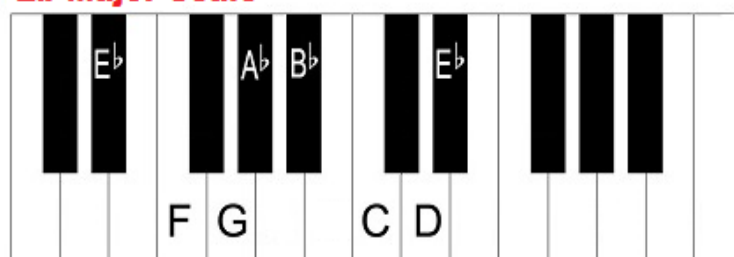
C# Major Scale



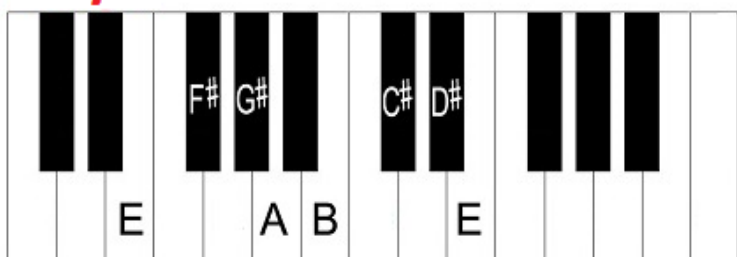
D Major Scale



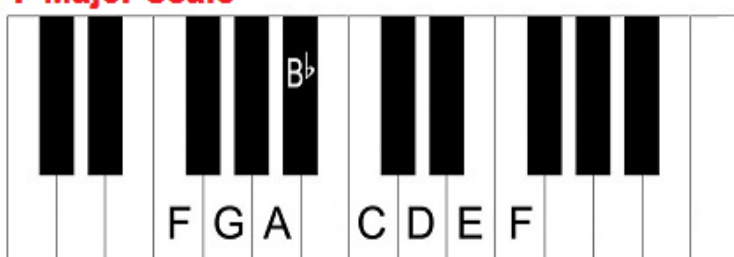
Eb Major Scale



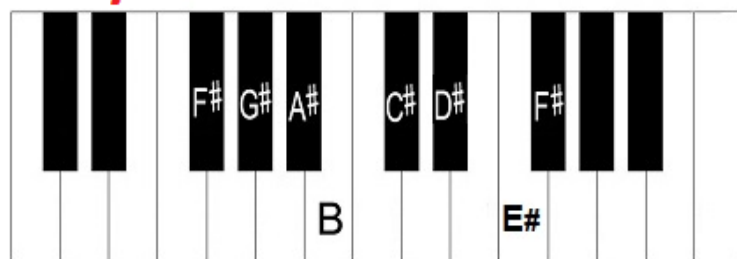
E Major Scale



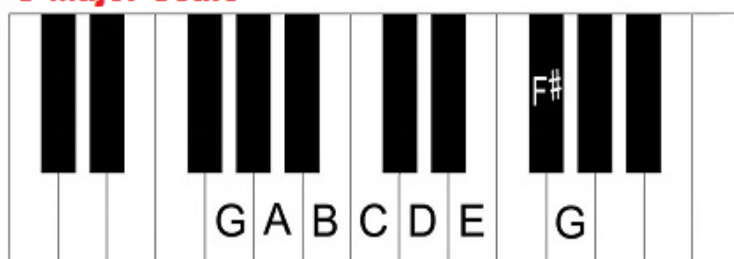
F Major Scale



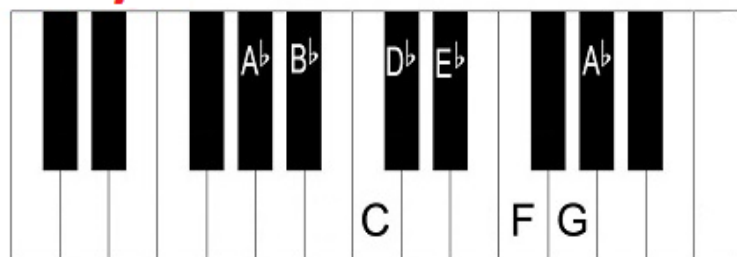
F# Major Scale



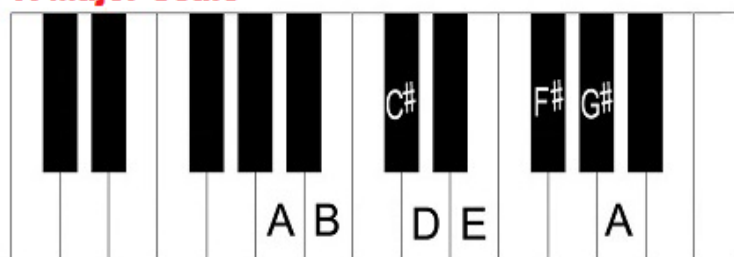
G Major Scale



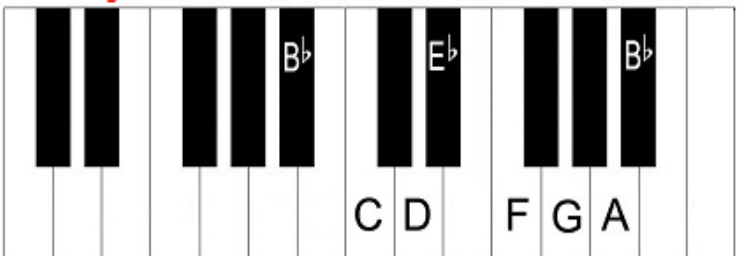
Ab Major Scale



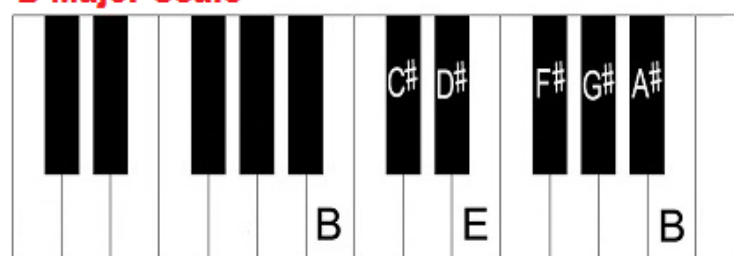
A Major Scale













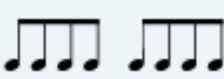




Bb Major Scale



B Major Scale



Rhythm

Symbol	Name	Number per bar (4/4)	Rest
	Semibreve	 1 per bar	
	Minim	 2 per bar	
	Crotchet	 4 per bar	
	Quaver	 8 per bar	
	Semiquavers	 16 per bar	



RHYTHM GUIDE



 HOT DOG 	 GRAPE SODA 	 APPLE PIE 	 HOT FUDGE SUNDAE 	 COCONUT SHRIMP 
 RICE KRISPIE TREAT 	 CHOCOLATE STRAWBERRY 	 CINNAMON OATMEAL 	 MILK AND CEREAL 	 AVOCADO TOAST 
 CHEESE RAVIOLI 	 STRAWBERRY ICE CREAM 	 CHIPS AND GUACAMOLE 	 TATER TOT CASSEROLE 	 PEPPERONI PIZZA 

Drum Patterns

UK GARAGE

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
TOM								
SDM								
HHHAT C								
CLAP								
KICK								

DUBSTEP

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT D								
HHHAT C								
SNARE								
KICK								

FOOTWORK

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
SDM								
HHHAT C								
CLAP								
KICK								

TRAP

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT C								
SNARE								
KICK								

DRUM 'N' BASS

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT D								
HHHAT C								
SNARE								
KICK								

JUNGLE

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT D								
HHHAT C								
SNARE								
KICK								

DEEP HOUSE

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT D								
HHHAT C								
CLAP								
KICK								

HIP HOP

	1	1.2	1.3	1.4	2	2.2	2.3	2.4
HHHAT C								
SNARE								
KICK								

Ultra-beat – How to Access



- Open Logic
- Open Unit 2 project "Creating Music"
- Create new software instrument channel
- Go to the channel strip and select ultra-beat from the instrument/Synthesizer bank.
- Open Ultra-beat and you'll see this window.
- Scroll through the Drum kit pre-sets until you find the sounds you like.
- Click on "Full View"
- Erase pre-set data
- Begin Creating your own unique drum beats.
- Once you're finished click and drag the drum pattern over into the DAW workspace.


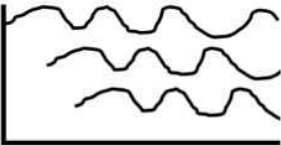
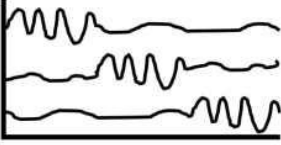
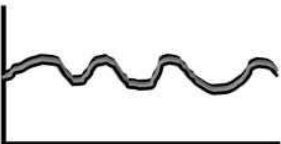
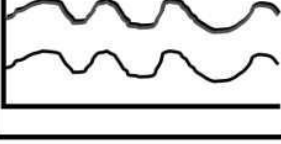
Arpeggios

An arpeggio is a broken chord, or a chord in which individual notes are struck one by one, rather than all together at once.






Texture

In music, **texture** is how the tempo, melodic, and harmonic materials are combined in a musical composition, determining the overall quality of the sound in a piece.

 Types of Texture		
Type	Definition	Diagram
Round OR Canon	the same melody that starts at different points by another voice or instrument	
Fugue	A piece of polyphonic music where each line has a turn at the main theme, then returns to accompany the main theme	
Unison	The same melody performed by several voices/instruments at the same pitch	
Doubling	The same melody either performed by two different instruments in unison OR two similar instruments an octave apart	

Structure & Arrangement

Type	Definition	Diagram
Monothematic	a piece of music based on a single melodic idea	
Binary	a piece of music with two main sections A B or A A B B	
Ternary	a piece of music with three sections, the third is a return to the first A B A	
Rondo	a piece of music with a return to the first section with a different section in between A B A C A	