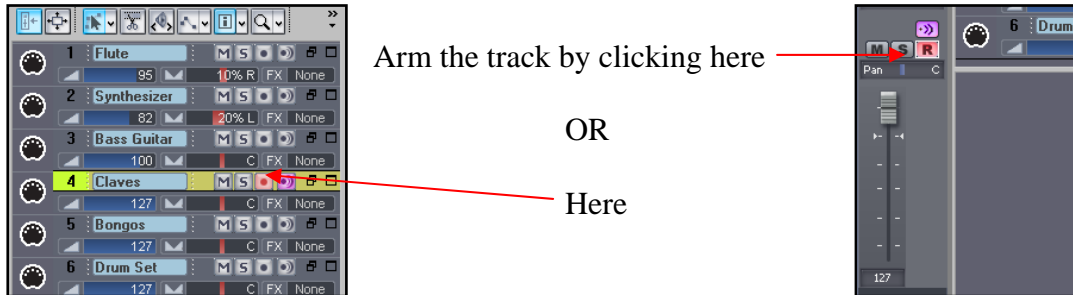
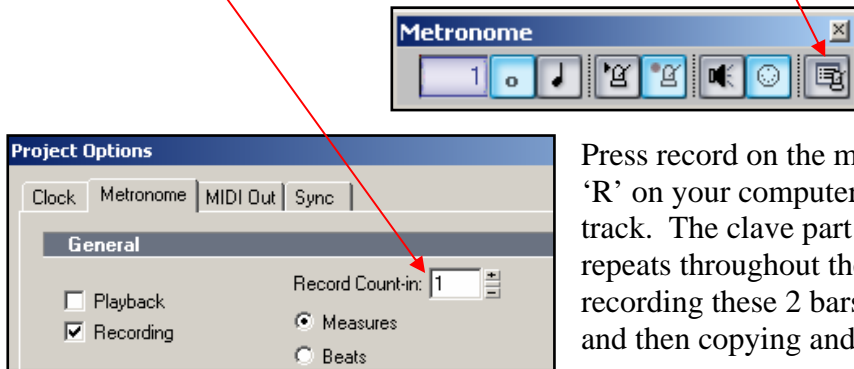


## Sonar Recording Project

1. Open the 'Sonar Recording' file and click on the Claves track to select it. Arm this track for recording. The track can be armed by clicking on the 1<sup>st</sup> dot icon on the track or by clicking on 'R' in the track inspector.

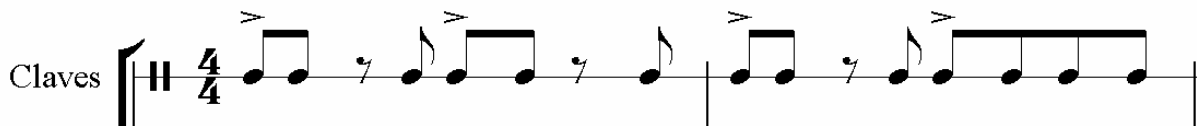


2. Set the metronome to give a count-in. Go to the View Menu and select 'Toolbars', click in the check box next to Metronome. Click on the last icon. Type in the required number of bars in the Record Count-in box.

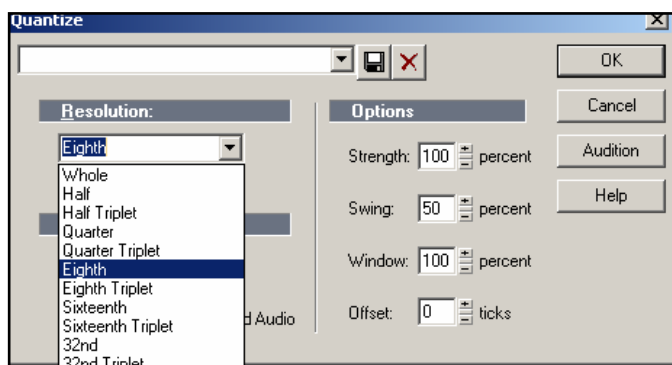


Press record on the main transport bar or press 'R' on your computer keyboard to record your track. The clave part is a 2-bar pattern that repeats throughout the piece. You will be recording these 2 bars using the MIDI keyboard and then copying and pasting.

The clave track is already set to channel 10 which is the General MIDI percussion channel. The clave sound is on the 4th D sharp/E flat key. Use this note to record the clave part.

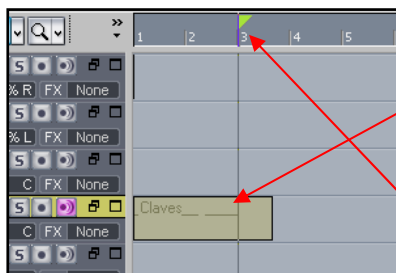


3. Listen to your recording. If the quavers aren't in time you can quantise your recording. Quantising will edit your notes and move them to the nearest selected duration. Click on your recording in the clip pane view. Go to the Process Menu and select 'Quantise'. The clave part uses quavers. Sonar calls a quaver an eighth note. Select 'Eighth Note' from the drop down Resolution (Duration) menu.

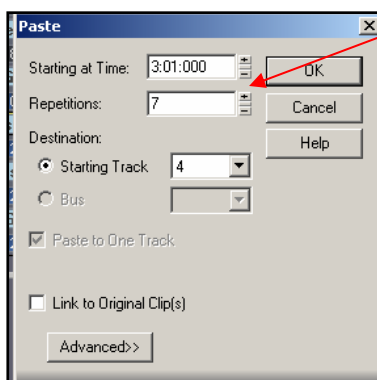


NB If a recording uses different note durations you would select the shortest note duration from the drop down list.

4. You are now going to copy and paste your recording. If your clips length is slightly shorter or longer than 2 bars you will need to edit the clip. Hold your mouse over the end of the clip and drag it to the beginning of bar 3.



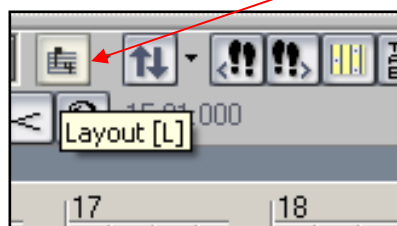
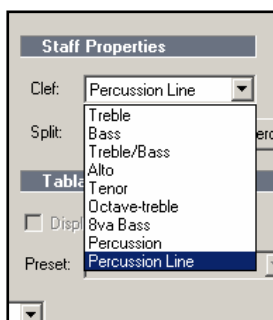
Your cursor will turn into a rectangle when you hold the mouse over the end of the clip. Drag the clips ending to the start of bar 3. Copy the clip (Control + C), a dialogue box appears, click OK or press Enter. Click on bar 3 to place the play back line in this position. Paste your clip (Control + V). Another dialogue box appears, check that bar 3 and track 4 are selected and type 7 in the repetition box.



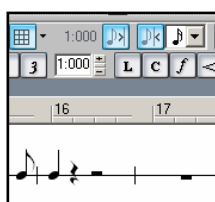
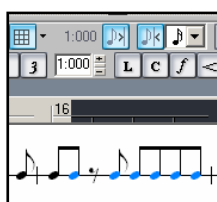
5. The clave part in bar 16 needs to be edited. This bar should have a crotchet on beat 1, followed by a crotchet and minim rest. We will be deleting the extra notes in the score view. Staff view can be selected using any of the following methods:

- Go to the View Menu and select 'Staff'.
- Press Alt + 7
- Click on the staff button on the View Toolbar

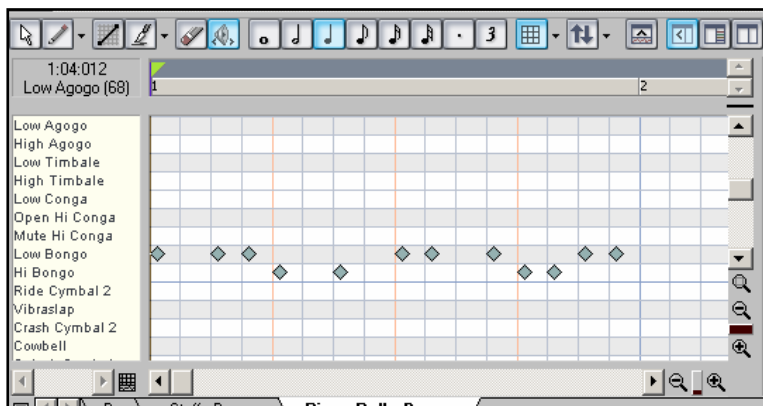
6. Open the clave staff view and scroll to bar 16. Click on the Layout button and select 'Percussion Line'.



7. Draw around notes 2 – 7 in bar 16 and then press delete.



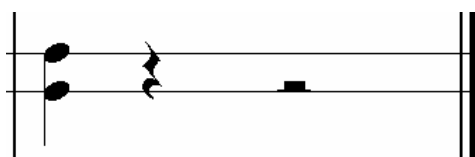
- The Bongo part is a repetitive 1-bar pattern. You will be using the piano roll view to enter the Bongo part. The Bongo part has already been set to channel 10. The Instrument setting for channel 10 has also been set to General MIDI drums (Options – Instruments). This means that the percussion instrument names will appear in the Piano Roll view instead of the piano keys.



You will be using the Low Bongo and High Bongo lines. The bar is divided into semiquaver (sixteenth notes) blocks to enable you to draw in the notes. Select the pencil tool to draw and the eraser tool to delete. Draw in the bongo part. Copy bar 1 and paste it in bars 2 – 15 then draw in bar 16.

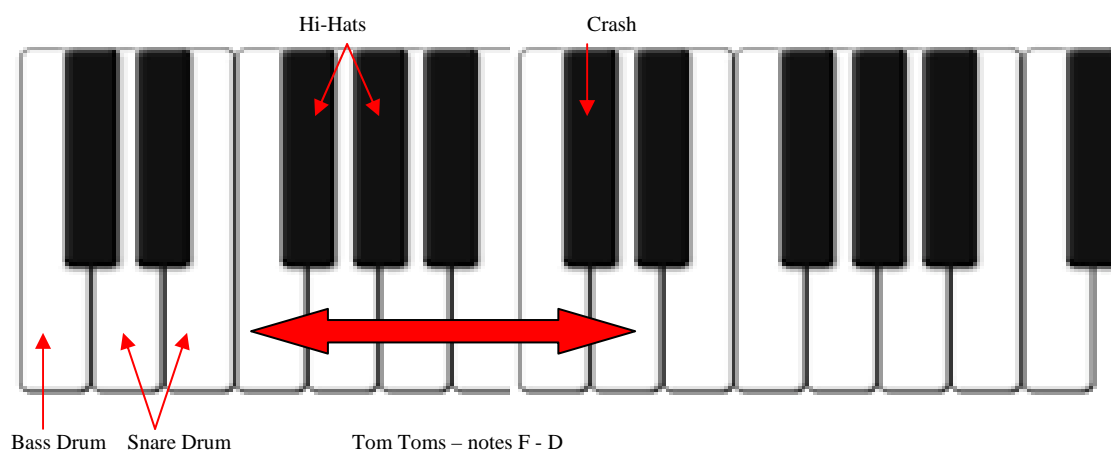


Bongo part bars 1 – 15.



Bongo part, bar 16

- Record the Drum Kit Part using the MIDI keyboard or draw the notes into the piano roll.



- Record the Bass Guitar and Synthesiser parts.

Claves

Bongos

Drum Set

Measures 1-4 of a 4/4 percussion section. Claves and Bongos play a rhythmic pattern of eighth and sixteenth notes. The Drum Set is silent in the first three measures and enters in the fourth measure with a snare and cymbal pattern.

Synth.

Bass

Cl.

Bns.

Dr.

Measures 5-8. Synth plays a block chord progression. Bass plays a walking bass line. Claves and Bongos continue their rhythmic patterns. Drums play a consistent pattern of snare and cymbal hits.

Fl.

Synth.

Bass

Cl.

Bns.

Dr.

Measures 9-12. The Flute part is silent, indicated by a whole rest. Synth, Bass, Claves, Bongos, and Drums continue their respective parts from the previous system.

Fl.

Synth.

Bass

Cl.

Bns.

Dr.

Measures 13-16. The Flute part remains silent with whole rests. Synth, Bass, Claves, Bongos, and Drums continue their parts. The system concludes with a double bar line.

11. Compose a melody for the flute, bars 9 – 16.