

Unit 3- Beat Creation

Subdivision Instrument- Instrument that plays the subdivision, usually ride or hi hat

Backbeat- beats 2 and 4 in regular time and beat 3 in a half time groove. Usually played by a snare, side stick, or clap.

MIDI-Music Instrument Digital Interface- The language that electronic instruments communicate in.

Quantize- Automatic adjustment of the beginning and end of a note to fit a snap grid.

Tempo- How fast or slow, measured in BPM

Swing- Changing the subdivision feel from straight to a shuffle feel






Sequencer- Allows sounds to be assigned to an 8, 16, or 32 step grid. These sounds are then played back in time.

Arm- Make a track ready for recording

Count in measure(s)- 1 or more measures that the metronome plays before a recording starts.

Virtual Instrument Track- A track that records MIDI notes

Note Value- How long a note lasts.

| NOTE | VALUE |
|---|---|
|  | Whole Note 4 Beats |
|  | Half Note 2 Beats |
|  | Quarter Note 1 Beat |
|  | Eighth Note $\frac{1}{2}$ a Beat |
|  | Sixteenth Note $\frac{1}{4}$ of a Beat |