Using Drum Racks with Found Sounds

Using Simpler within Drum Racks

Once you have gotten used to Simpler's features, it's important to understand how Simpler integrates into Drum Racks**.**

- A Drum Rack can host multiple Simpler devices within its cells.
- MIDI notes trigger the playback of cells with corresponding labels ('C1', 'C#1', 'D1', etc.).
- Drum Racks are populated by dragging files, clips or devices onto a Drum Rack cell.

Individual Drum Rack cells can be re-arranged by drag and drop.

Drum Rack Layout

You can place any sound into any Drum Rack cell, but it's a good idea to think about how and why sounds are laid out the way they are.

Configuring the Drum Rack

The vast majority of Drum Racks follow a similar type of configuration:

- Kicks are placed in the bottom left hand cell, then to the right, snare-type sounds.
- Hi-hat sounds are placed directly above the snare.
- This layout makes it easy for performers to finger drum on a pad controller or MIDI keyboard.
- This makes it easy to swap kits, as each Drum Rack cell retains the same 'type' of sound.

Questions

Use these questions to consider the types of sounds you have recorded and what function they may serve in your Drum Rack.

- *What types of sounds have low/deep content?*
- *What found sounds could take the role of a kick drum?*
- *What are the sound characteristics of a snare drum?*
- *Which of the found sounds you have discovered share a similar sonic characteristic to a snare? Why?*
- *Which has a longer sound – a kick drum or a floor tom?*
- *What factors contribute to some of the found sounds sounding longer?*
- *Which has a higher sound – a hi-hat or a ride cymbal?*
- *How might you 'transform' a sound into something that could function like a hi-hat or ride cymbal?*

Task

Once Found Sounds recordings have been identified, edited and sound designed, move each sound into the Drum Rack cells that correspond to the conventions.

For example - A Deep / boomy sound fills the cell that a kick drum would normally reside, (bottom left - note C1) or Sharp snappy sounds be placed where a snare drum would be (3rd cell bottom row - note D1)