

DÜZENLEME DERSİ

2. HAFTA
RİTM

VURUŞ = BEAT = PULSE



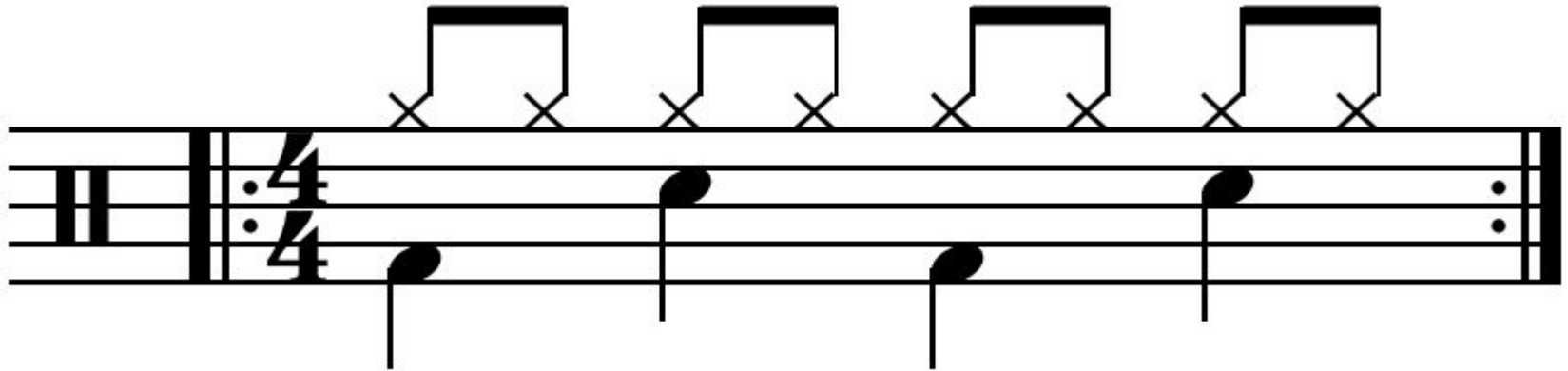
VURUŞ = BEAT = PULSE



GÜÇLÜ VE ZAYIF VURUŞLAR



ALT BÖLÜMLER (SUBDIVISIONS)



DAVULUN PARÇALARI

Kick (bass davul): 4/4'lük bir ölçünün 1. ve 3. vuruşlarını verir. Çoğu elektronik dans müziği türünde 4 vuruşun dördünde de çalar ("four on the floor")

Snare (trampet): 4/4'lük bir ölçünün 2. ve 4. vuruşlarını verir. Çoğu elektronik dans müziği türünde el çırpma (clap) sesi onu destekleyebilir veya onun yerini alabilir.

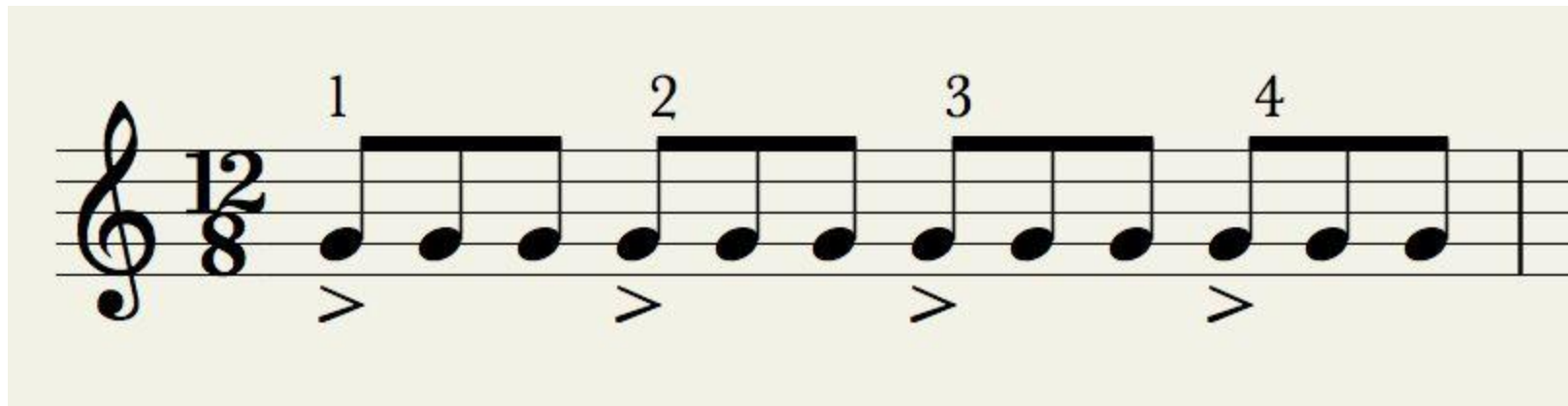
Hi-hat: Alt birimleri verir (8'lik, 16'lık...)

Ride: Şarkının "yükseldiği" yerlerde hi-hat'in yerini alabilir.

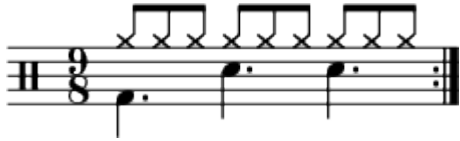
Tom'lar (altolar): Ataklarda kullanılır.

Diğer ziller (crash): Belli ritmik unsurları vurgulamak için kullanılır (atakların sonları gibi).

ALT BÖLÜMLER (SUBDIVISIONS)



FARKLI ÖLÇÜLER



TEMPO

BPM = Beats per minute

Kullanılabilir aralık: 30 ile 600 arası

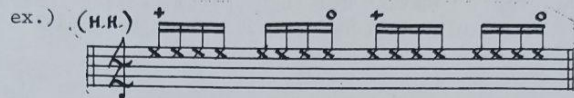
- *Larghissimo* – very, very slow (24 bpm and under)
- *Adagissimo* – very slow (24–40 bpm)
- *Grave* – very slow (25–45 bpm)
- *Largo* – slow and broad (40–60 bpm)
- *Lento* – slow (45–60 bpm)
- *Larghetto* – rather slow and broad (60–66 bpm)
- *Adagio* – slow with great expression^[10] (66–76 bpm)
- *Adagietto* – slower than *andante* (72–76 bpm) or slightly faster than *adagio* (70–80 bpm)
- *Andante* – at a walking pace (76–108 bpm)
- *Andantino* – slightly faster than *andante* (although, in some cases, it can be taken to mean the same as *andante*) (83–85 bpm)
- *Marcia moderato* – moderately, in the manner of a march^{[11][12]} (83–85 bpm)
- *Andante moderato* – between *andante* and *moderato* (thus the name) (92–112 bpm)
- *Moderato* – at a moderate speed (108–120 bpm)
- *Allegretto* – by the mid-19th century, moderately fast (112–120 bpm); see paragraph above
- *Allegro moderato* – close to, but not quite *allegro* (116–120 bpm)
- *Allegro* – fast, quick, and bright (120–156 bpm)
- *Molto Allegro* – very fast (124–156 bpm)
- *Vivace* – lively and fast (156–176 bpm)
- *Vivacissimo* or *Vivacissimamente* – very fast and lively (172–176 bpm)
- *Allegro vivace* or *Allegro vivace* – very fast (172–176 bpm)
- *Presto* – very, very fast (168–200 bpm)
- *Prestissimo* – even faster than *presto* (200 bpm and over) (When you get to this tempo,

SWING

CANLI DAVULCUYLA NASIL ÇALIŞILIR?

1. Hi-hat:

- a) with sticks or brushes: x's, stems up, placed in the top space indicate hi-hat (o) open or (+) closed.

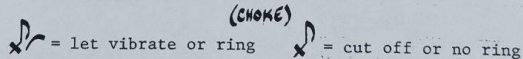


2. Crash, ride, or additional cymbals:

x's, stems up, placed above the staff indicate the given cymbal (crash, ride, etc.) to be played in the specified rhythm.



Note:



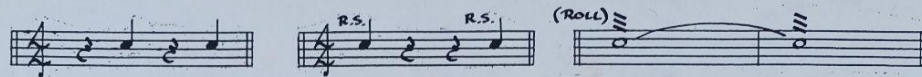
B. TOM-TOMS:

Although tom-toms are usually played at the drummer's discretion, a specific tom-tom passage may be notated with note heads, stems up, and located on the staff to graphically show high vs. low tom-toms.



C. SNARE DRUM:

Note heads, stems up, placed in the third space indicate snare drum.

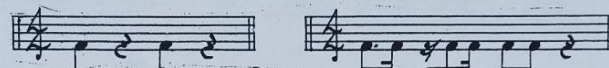


Note: R.S. = rim shot

Note: use unmeasured tremolo notation for snare rolls

D. BASS DRUM:

Note heads, stems down, placed in the bottom space indicate bass drum.

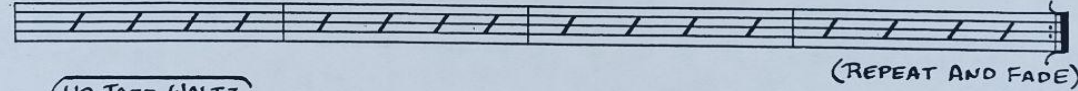
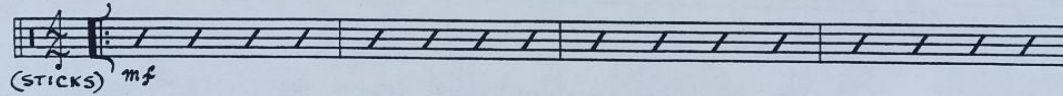


CANLI DAVULCUYLA NASIL ÇALIŞILIR? (2)

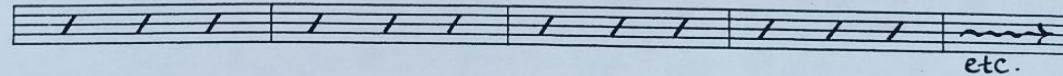
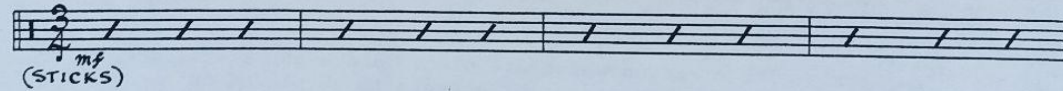
A. BASIC TIME PLAYING:

Slashes are used to indicate the number of beats in each bar and imply playing time in the indicated feel. Indicate which beaters are desired (sticks, brushes, etc.).

ex. 1) (MED. SWING)



ex. 2) (UP JAZZ WALTZ)



CANLI DAVULCUYLA NASIL ÇALIŞILIR? (3)

ex. 3)

(MED SWING)

(WITH HORNS)

(STICKS) *mf*

This musical notation example, labeled 'ex. 3)', is for a 'MED SWING' piece. It features two staves. The top staff is marked '(WITH HORNS)' and contains a melody of eighth and quarter notes. The bottom staff is marked '(STICKS) mf' and contains a rhythmic accompaniment consisting of a series of slanted lines, indicating a specific drum pattern. The notation is written in a standard musical staff format with a key signature of one flat and a 4/4 time signature.

ex. 5a)

(SWING)

(STICKS) *mf*

(RIDE) (TIME)

(REPEAT AND FADE)

A drummer may interpret non-specific drum notation in a variety of ways. Therefore, specific drum notation is preferable when a specific result is desired by the arranger.

ex. 5b)

(SWING)

(CRASH)

(STICKS) *mf*

(RIDE) (TIME)

(REPEAT AND FADE)

This block contains two musical notation examples, 'ex. 5a)' and 'ex. 5b)', both for a 'SWING' piece. Example 5a) shows a top staff with a melody and a bottom staff with specific drum notation including 'mf', 'RIDE', and 'TIME' markings. Example 5b) shows a top staff with a melody and a bottom staff with specific drum notation including 'mf', 'CRASH', 'RIDE', and 'TIME' markings. Both examples conclude with the instruction '(REPEAT AND FADE)'. A yellow highlighted text box between the two examples states: 'A drummer may interpret non-specific drum notation in a variety of ways. Therefore, specific drum notation is preferable when a specific result is desired by the arranger.'

CANLI DAVULCUYLA NASIL ÇALIŞILIR? (4)

ex. 8) (FUNK)

(H.H.)

(STICKS)

(SIMILE)

(REPEAT AND FADER)

DAVUL NASIL PROGRAMLANIR?

Akustik davul için: Toontrack EZ Drummer, Superior Drummer

Hazır elektronik davullar için: Stylus RMX

Diğer vurmalılar için: Native Instruments Middle East, Cuba

PERKÜSYON

“GROOVE”