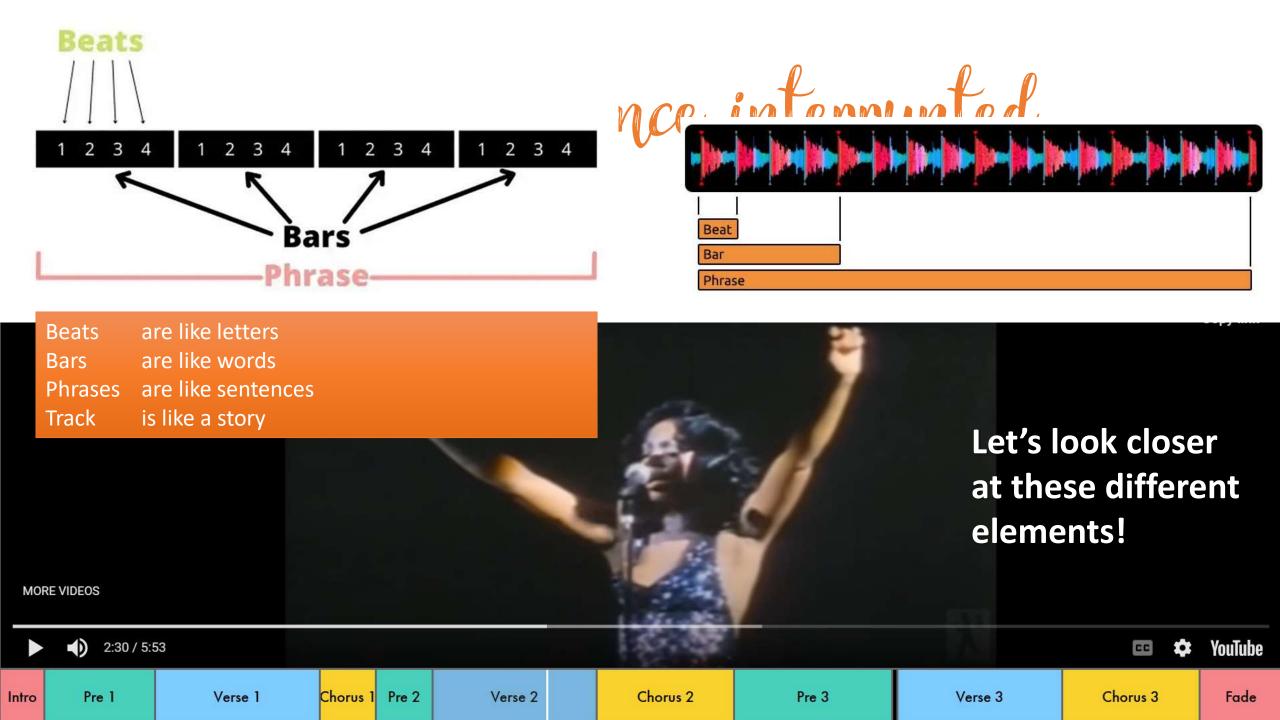




## But first a little dance..



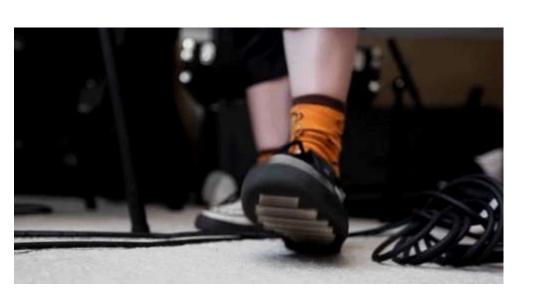




### The Beat (or pulse or BPM)



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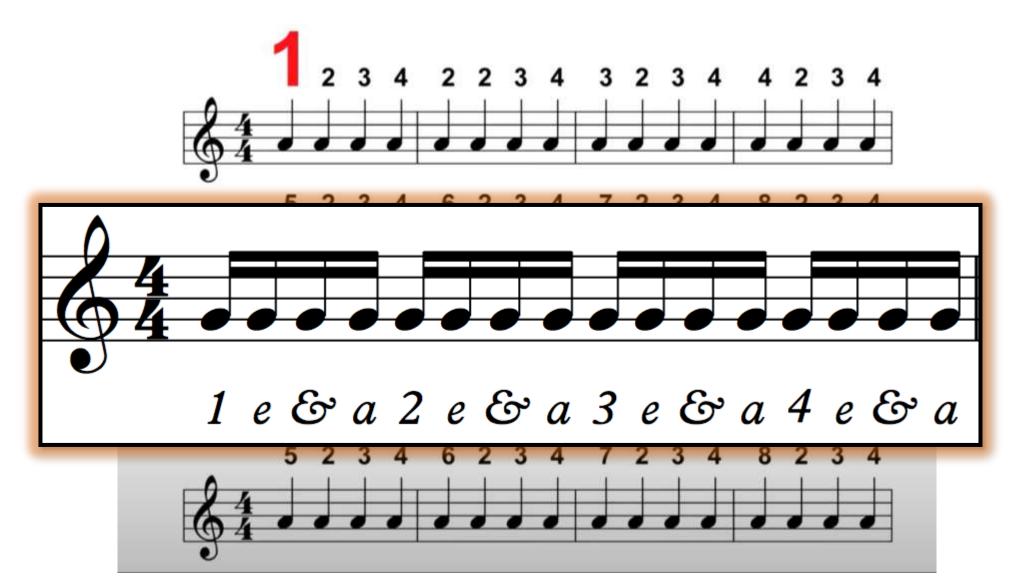


### The **Beat** & **Rhythm**



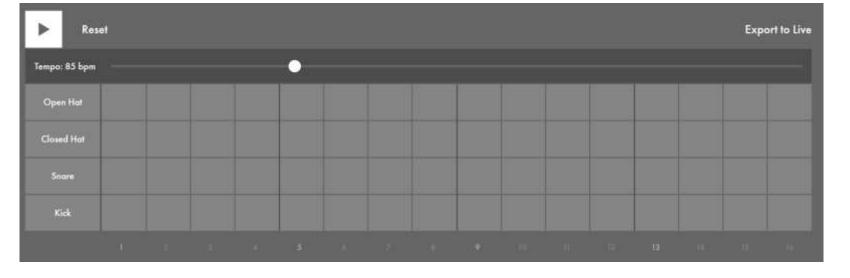
- A beat = a single unit of time
- Rhythm uses alternating patterns of accented beats and unaccented beats.
- Accented beats = the pulse that you tap along, and Unaccented beats are the other beats around it

### Counting Music



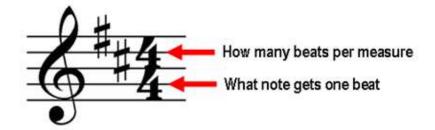
### Let's listen closer...

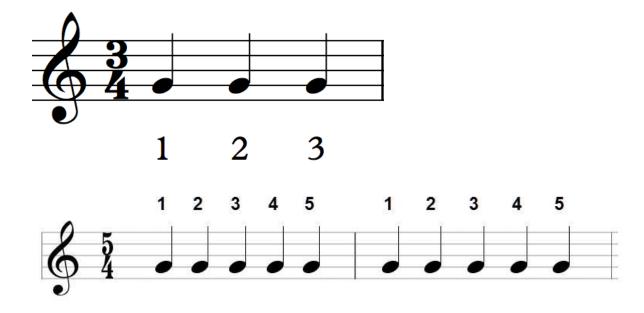




## Time Signatures

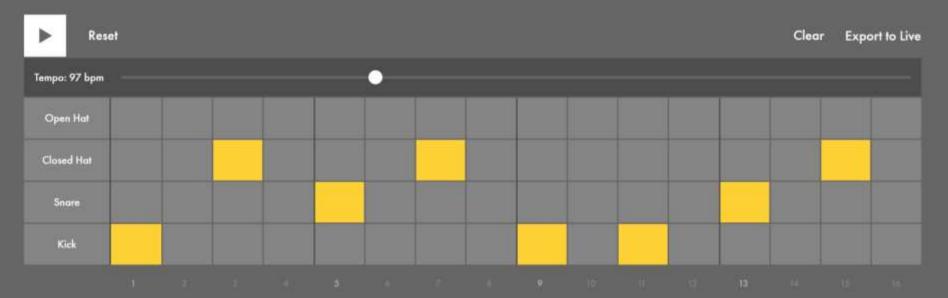




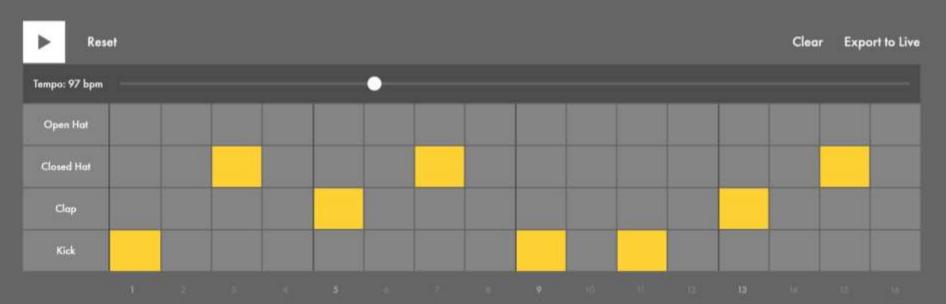




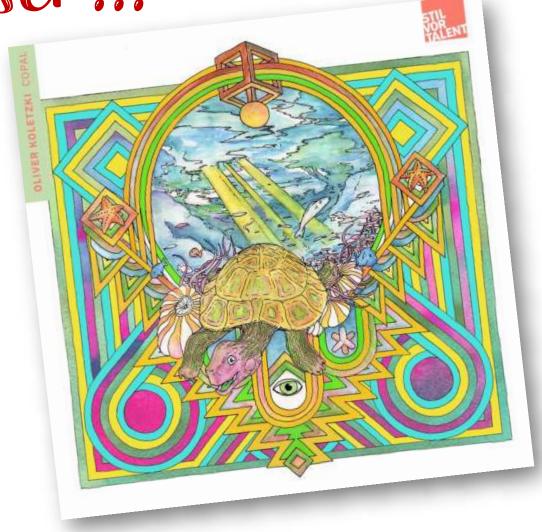
#### Basic rock beat



#### Classic house



Let's listen closer...



## Using beats - bars - phrases

- DJ software:
  - Music Library, Tool for Djing, and... for music analysis
- Beat is mapped to a beatgrid
  - 4/4 time is common, but there are also other time signatures
  - (Beat grid has trouble mapping uncommon time signatures)
  - Quantize snaps it to the beat grid
- Wave form hints the song structure
  - Amount of bars in phrase depends on genre.
  - Vocal based music (like pop, rock, and hip hop) < EDM
- Beatjump: helps you count the bars in a phrase
- Cue points or hot cues to mark the phrases
- Mix using phrasing..

# Using the One

#### Time your changes on the one:

- Changing volume, tempo, key
- Applying FX, Filter

#### Use the one at the beginning of a phrase:

- To beat jump
- To Mix
- To play with cue points



