

Throughout the creative stages of this CD package attention was always focused on the end product. The results being one of the most innovative and diverse sampling CD packages available today. Numerous steps were taken during the recording, mixing and editing processes to achieve the highest possible level of user friendly grooves, fills and samples in any one package. I purposefully used two and four bar grooves instead of extended ones so that people with limited memory in their sampler can also use them.

The Recording

The drums were first recorded directly to analog tape with a minimum of signal processing to assure the retention of the natural acoustical characteristics of the instruments. Several variations of mike placement were taken into consideration for the optimum overall quality of sound. The selection of Sennheiser microphones was a very important part of this process. Single hits were recorded utilizing ambience of the full drum set making for more realistic imaging.

The Mix

During the mixing of the performances special attention was given to the fact that the grooves, fills or samples would have to be punchy and cut through whatever might be layered over them. Just the right e.q. and signal processing were applied to give the punch without taking away from the natural drum and cymbal sounds. Then, we made sure that the kick, hat and snare were where they should be in a "final" mix (after you have overdubbed bass, keys, gtr., strings, horns, etc.) and would not be masked or buried by other instruments. The kick and snare are definitely in your face! Finally, we mixed directly to digital tape.

Editing

In the editing process we made sure to clean up any excessive noise that might appear before or after a performance resulting in pristine starts and clean endings. Also, special fade and decay curves were used. Most of the grooves and fills do not include the downbeat of the next bar. Instead, we chose to edit many performances at the precise loop point to make your job less tedious.

The Grooves


The Grooves that I have performed on these CDs were carefully chosen to have the maximum usage potential in many different musical styles and range in tempo from 66bpm to 128bpm. Most of the grooves have dry and wet versions and sometimes subtle variations. Rather than hundreds of Hip-Hop variations that seem quite popular these day's, I have chosen to include a more diverse selection of grooves that can be used in all forms of popular music such as Pop, R&B, Funk, Rock, Blues, Shuffles or Ballads and yes indeed, Hip-Hop! These patterns are suitable for everyone from the professional film composer and commercial music producer to the do it yourself home demo studio.

The Fills

The fills that are contained herein also represent a vast assortment of intro and transitional fills that can be mixed and matched to create the ultimate real sounding and feeling track. Again, various tempos are presented in dry and wet versions. For people with "time stretch" and "time compression" capabilities, most of the fills can be effectively used at many various tempos.

The Samples

The samples in this package were taken from the three different drum kits that were used for the grooves and fills. The individual samples were recorded in a "drum kit environment", this means that each sample was recorded with the resonance and sympathetic vibrations of the entire drum kit. This way the samples blend with the grooves or fills because they were recorded in the context in which they really sound when played as part of a drum kit. Many times samples are recorded alone in the middle of a room but they sound out of place when put with others. Thus, the sample tends to stand out rather than blend. This was the problem with drum machines from the start. Also, the special fade curves that were programmed by the digital editor insures evenness and compatibility of the samples. Once again, dry and wet versions for most of the samples.

Please Note - 
See separate Groove Time Map for detailed performance location and track information.