

Music Production Boot Camp



Drums and Quantization Worksheet

Quantizing a track is the process of *correcting the timing based on a preset amount*. Sequencers can record and edit a performance and with the right settings, even the performance can be corrected as you record.

In this section we listen to the different note repeat resolutions to get a feel for what each quantize setting does to our music. We will also record and edit some parts played with and without quantization.

If you are unsure of the right quantize value at first, record without it and add it later.

If it doesn't sound right, you can **undo** it and try another value.



Definitions

Control Change - MIDI messages that relay data related to a specific position or range.

Humanize - function in some sequencers where random amounts of timing shifts mimic a live drummer.

- *Spend some time practicing on timing if you want to make loose sounding drum beats, especially if you play acoustic sounds to trick the listener into believing it is real.*

Groove - Some of the classic sampler drum machines rose to legendary status based on their signature way of playing back the sequences. Once you hear how they sound, you can emulate the quirks in a standard daw.

In the first video with [Cubasis on iOS](#), I show some control change parameters briefly. Many sequencers use the actual names but just in case, here are some of my *most used* cc's:

CC 0	Bank Select	Bank switching for patch selection.
CC 1	Modulation	This controls the vibrato effect
CC 4	Foot Controller	Sends foot pedal info
CC 5	Portamento Time	Controls the speed of the portamento
CC 7	Volume	The volume of the channel
CC 10	Pan	Left and right balance, 64 is center, 0 =left and 127= right
CC 64	Sustain Pedal On/Off	Controls sustain.
CC 84	Portamento	Controls the amount of Portamento.
CC 123	All Notes Off	Mutes all playing notes.
CC 124	Omni Mode Off	Activates "Omni Off" mode.
CC 125	Omni Mode On	Activates "Omni On" mode.
CC 126	Mono Mode	Enables Monophonic mode.
CC 127	Poly Mode	Enables Polyphonic mode.