

The Art of Drum Layering Revised

By Eddie Bazil



Art of Drum Layering, Second Edition. Written by Eddie Bazil.
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How To Use This Book

Audio Files

Throughout this book I will refer to certain audio files – the relevant file name will be **highlighted in red** and superseded with a 

The relevant file can be found in the corresponding chapter folder in the ebook download.

Pictures

In this book you will see various screen shots from software applications – as these can sometimes be hard to read in a PDF file, I have also included larger copies of all images for closer inspection – you will find these images within the relevant chapter folders.

Please Note – *Some chapters do not contains images or audio, hence no folder is present for these chapters!*

The Art of Drum Layering (second edition)

This book is divided into two sections: Beginner and Advanced.

I decided to split this book into two halves because it made perfect sense to allow beginners to get to master the rudimentary techniques and theories involved in layering drum sounds and then to progress to more advanced techniques using dynamics, multi track layering and so on.

As with all my books and tutorials the premise is frequency based. In other words to understand sound and how to manipulate it you need to understand what the characteristics of sound are and how sound travels in a given space. Whereas this book is not about mixing, and therefore how sound travels could be seen as a moot subject, it is essential to understand how sound is translated in a mix context and therefore very relevant when it comes to layering sounds particularly if in a drum beat scenario whereby we are actually mixing drum sounds to create the resultant beat.

The object of all my books is to afford the reader a three pronged attack on the way the information/content is presented: text, audio and visual examples have been shown to be the most effective method in translating information across, at least for me. I have always had a better chance of understanding and remembering a principle if it is presented to me this way.

The first part of this book will concentrate on structuring projects, understanding frequencies, understanding how to manage frequencies with the tools available in audio editors, the dynamics of sound and its composites and, finally, examples of layering techniques for different drum sounds and in unison (drum loops/beats).

The second part of this book will concentrate on dynamics and how to use them when layering drum sounds. There will also be a section on stems and the tree structure and finally there will be the usual assortment of project examples.

Each stage of this book will have in depth audio and visual accompaniments and I hope they will go a long way in abating confusion when dealing with so many theories and techniques.

My primary audio editing software is Sound Forge 9. Please migrate the tools and procedures across to your own audio editor.

I would like to thank you in purchasing this book and hope the content will justify your expenditure.

Many thanks!

Eddie Bazil (Zukan)
www.samplecraze.com