

# Music Tech Sibelius 7

## Notation guide for

# Mac

**For HSC Stage 6 and Tertiary students**

### **Tutorial 6 Transcribe Drum Part from audio**

Objective - to explain how to transcribe a Drum Part from a piece of recorded music

Outcomes - by following this tutorial, students will gain an understanding of how to;

- add/remove instruments from the setup page
- set up a drum only page and increase its length
- input drum notation to stave
- input drum notation via second voice

### **Index**

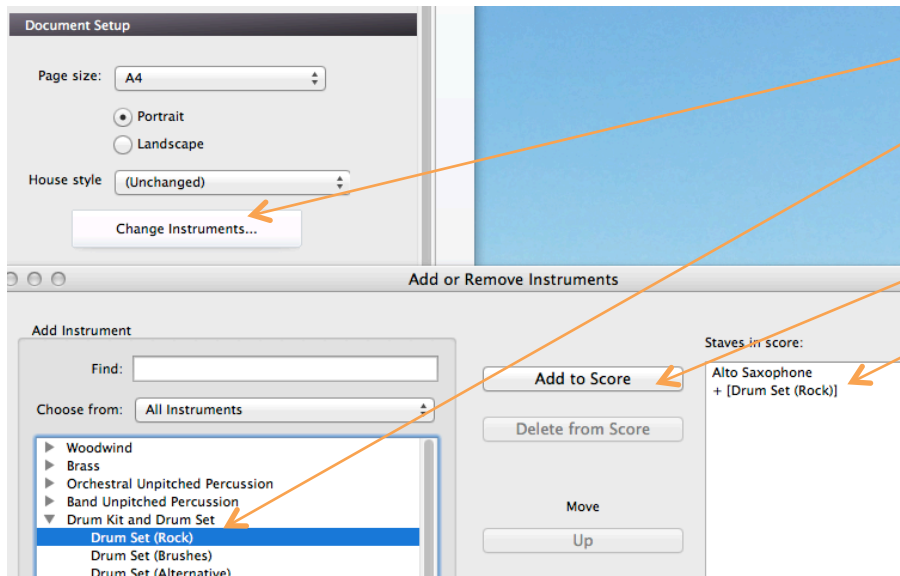
1. Access the accompanying audio, open and set up new session
2. Add bars to score
3. Input drum notation
4. Open a second voice and input drum notation to it

# 1. Opening and setting up session

1a. Listen to and reference the accompanying audio clip “Give You What I Got”.

1b. Launch Sibelius

1c. From the Quick Start menu, select *Lead Sheet*



The image shows two windows from the Sibelius software. The top window is 'Document Setup' with fields for 'Page size: A4', 'Portrait' selected, and 'House style: (Unchanged)'. An arrow points to the 'Change Instruments...' button. The bottom window is 'Add or Remove Instruments' with a list of instrument categories. 'Drum Kit and Drum Set' is expanded, and 'Drum Set (Rock)' is selected. An arrow points to the 'Add to Score' button. To the right, a list titled 'Staves in score:' shows 'Alto Saxophone + [Drum Set (Rock)]'. An arrow points to this entry. Another arrow points to the 'Add to Score' button in the 'Add Instrument' panel.

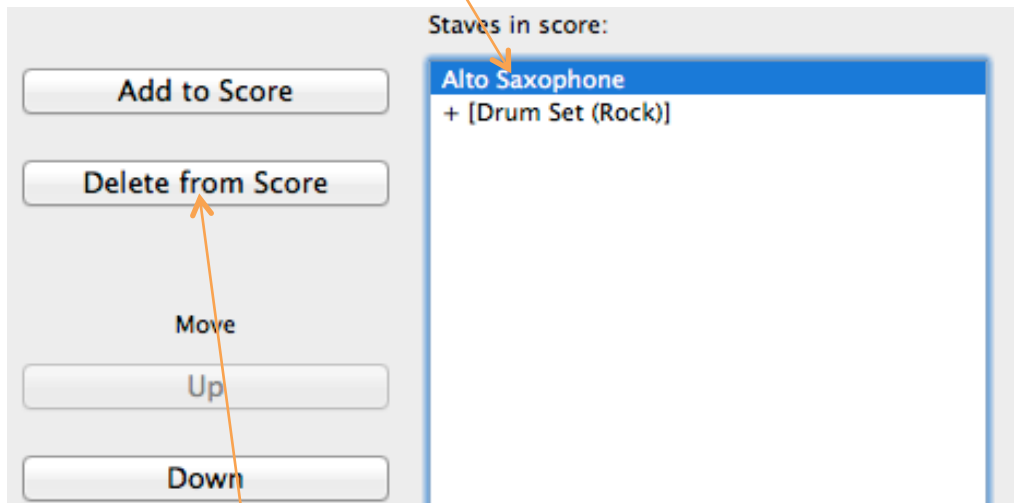
1d. Click here

1e. Select Drum Set (Rock)

1f. Click 'Add to Score'

1g. Drum staff will appear below the default, 'Alto Saxophone'

1h. Select Alto Saxophone



The image shows a close-up of the 'Staves in score:' panel. On the left, there are buttons for 'Add to Score', 'Delete from Score', 'Move', 'Up', and 'Down'. On the right, a list shows 'Alto Saxophone + [Drum Set (Rock)]' selected. An arrow points to the 'Delete from Score' button. Another arrow points to the 'Alto Saxophone' entry in the list.

1i. Click *Delete from Score*

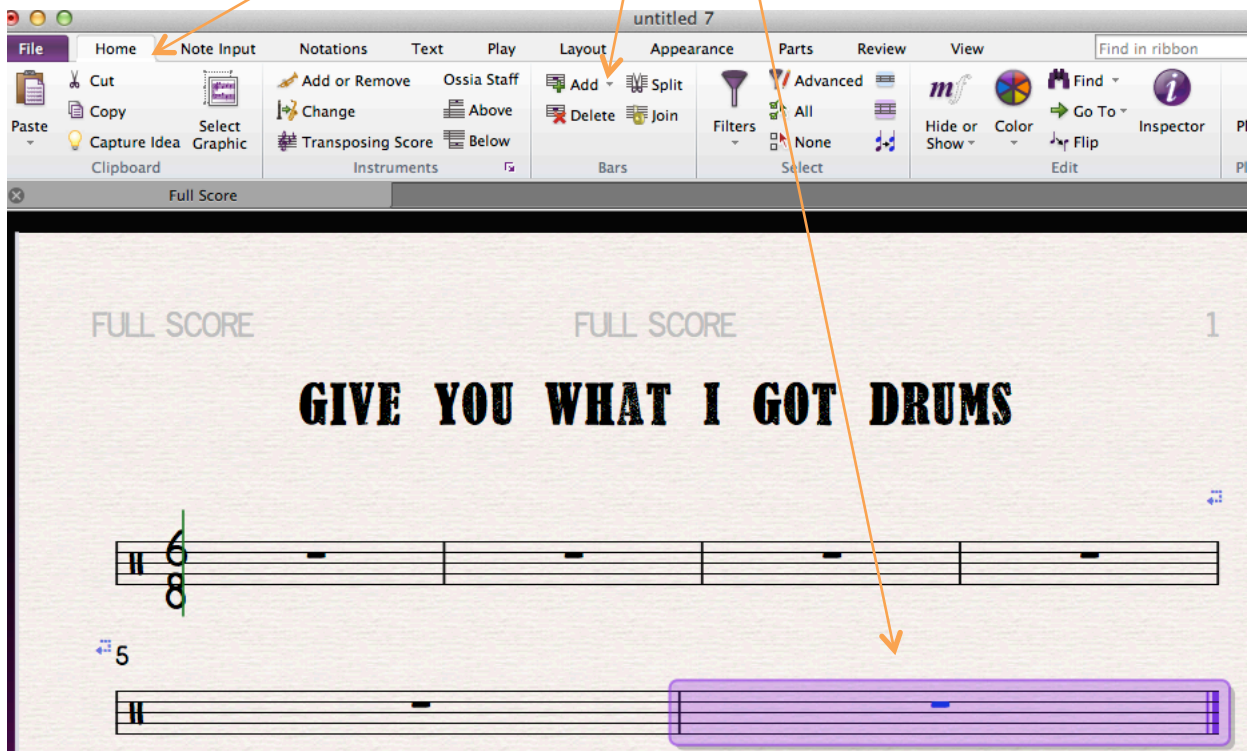
1j. Select 6/8 from Time Signature Setup window

1k. Type 'Give You What I Got drums' into title bar in Score Information Setup window

1l. Click 'Create'

## 2. Add bars to score

2a. Click the 'Home' tab, then 'Add'. A bar will be added.

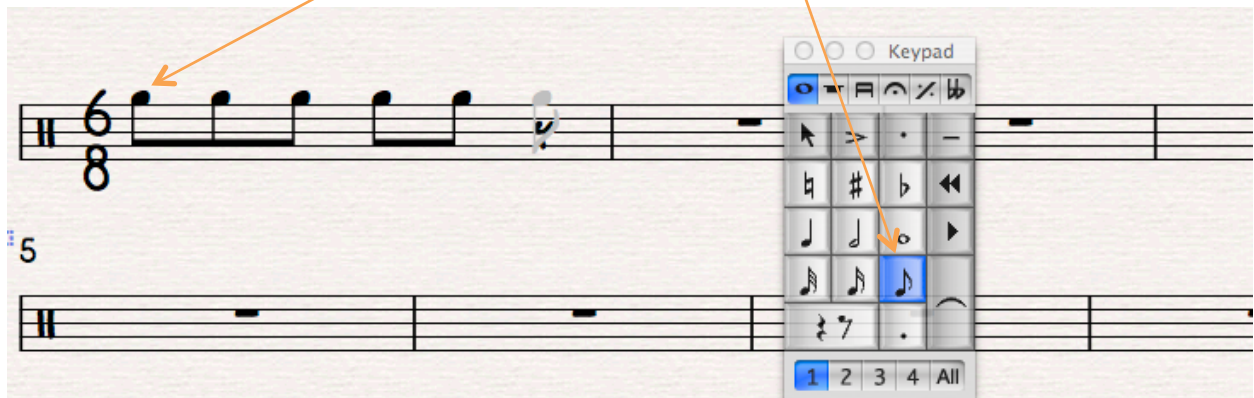


2b. Keep clicking 'Add' until you have 20 bars in the score.

## 3. Entering drum notation

3a. For the purpose of input from the computer or MIDI keyboard, the drum clef is the equivalent of the treble clef.

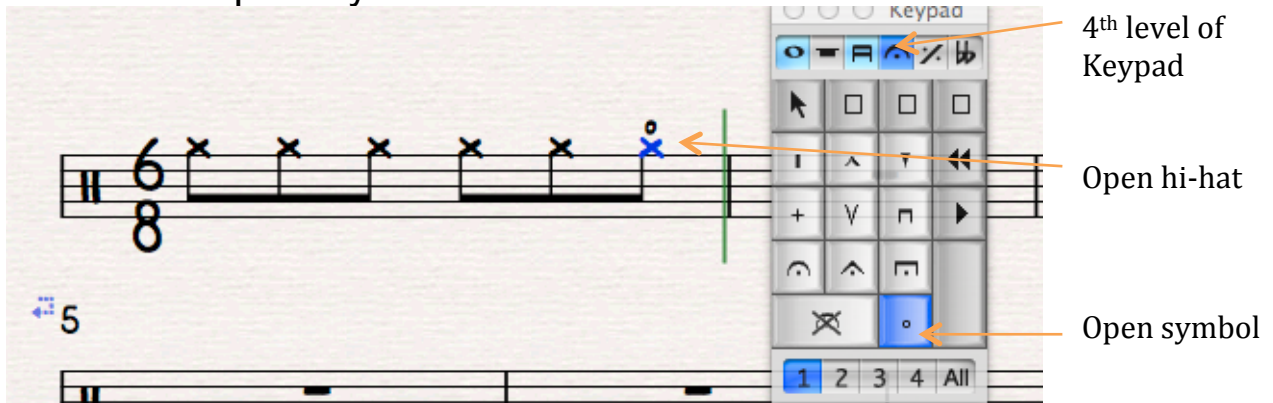
3b. Starting with the hi-hat, select quaver on the keypad and input the note in the first space 'g' above the staff. Continue for the whole bar. You won't hear a sound just yet.



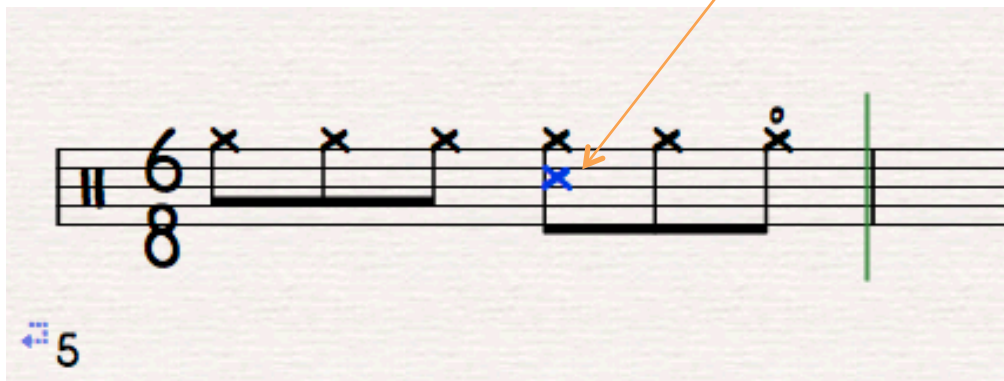
3c. Refer to section 5b in Tutorial 4, for how to change the note heads. (Tab, Notations, Type, Noteheads).

3d. Change the note heads to 'x' and you will hear the hi-hats.

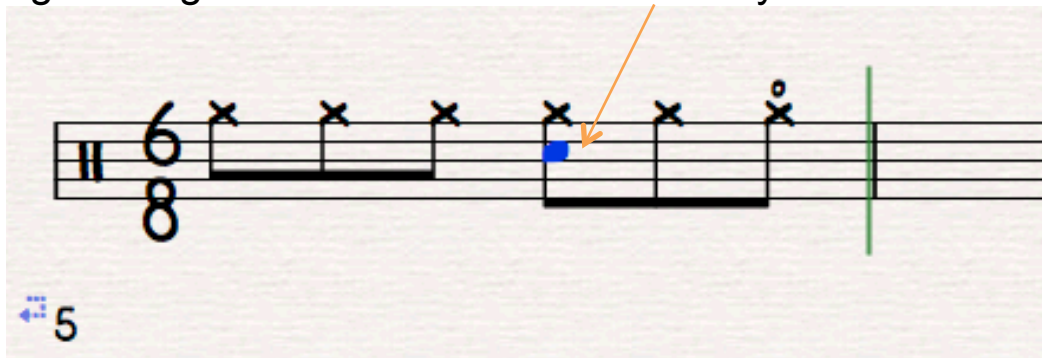
3e. To create an open hi-hat on the last quaver of the bar for variation click the note, then click the 4<sup>th</sup> level of the keypad and select the 'open' symbol.



3f. To input the snare select the 4<sup>th</sup> quaver and click *shift* > 5. This will place another quaver a 5<sup>th</sup> below the selected one on the same stem at 'c'. Notice that the note head is duplicated, and as an 'x' has the sound of a sidestick.



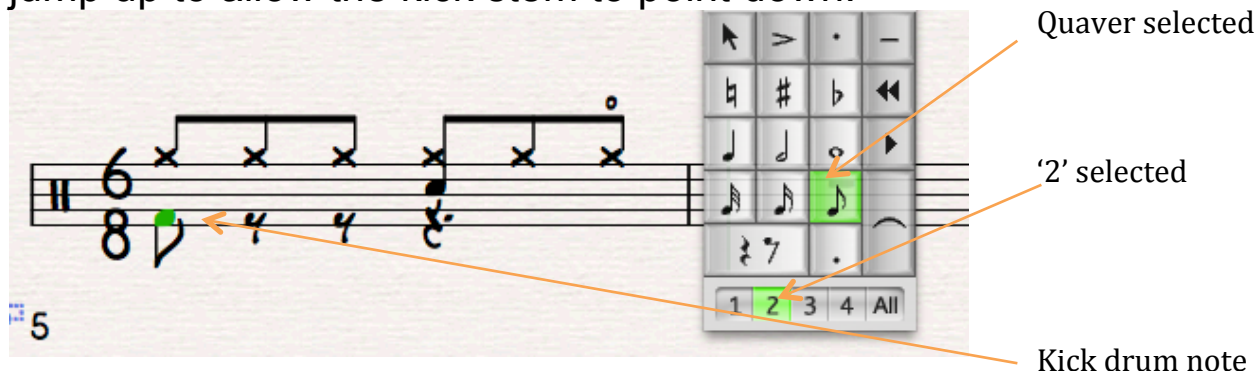
3g. Change its notehead to normal and you will hear the snare.



## 4. Entering a second voice

4a. Now click the number '2' at the bottom of the keypad. This changes colour and selects a second independent voice.

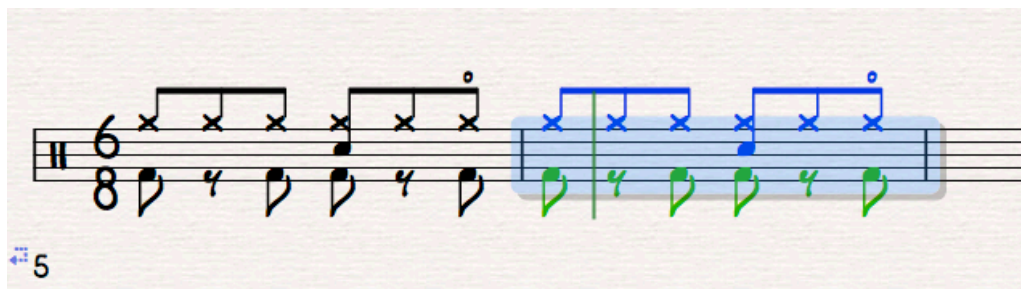
4b. Select the quaver symbol for the kick drum and place it under the first hi-hat quaver at space 'f'. The hi-hat and snare stems jump up to allow the kick stem to point down.



4c. Continue to input kick drum notes as below.



4d. Select the bar then click 'r' to duplicate the bar.



4e. Now continue duplicating until the end of bar 20, when the first verse ends. Note that there are slight variations in the pattern; firstly a stop at the end of the intro at bar 4, and secondly the hi-hats vary and the snare drops out at bar 20 prior to the bridge.



4f. Below is the complete drum part up until the end of Verse 1.

FULL SCORE FULL SCORE 1

## GIVE YOU WHAT I GOT DRUMS

The image displays a drum score for the song "GIVE YOU WHAT I GOT DRUMS". It consists of five systems of music, each with a drum set notation on a five-line staff. The notation includes various symbols for drum parts: 'x' for cymbals, 'o' for snare, and 'r' for bass drum. The score is written in 6/8 time, as indicated by the '6' and '8' at the beginning of the first system. The systems are numbered 1, 5, 9, 13, and 17, with blue double bar lines and repeat signs at the start of each system. The first system (measures 1-4) shows a complex pattern with cymbals and snare on the upper staff and bass drum on the lower staff. The subsequent systems (measures 5-16) continue this pattern with some variations in the snare and bass drum parts. The final system (measures 17-20) concludes the drum part for this section.