

Rhythmic Layering & Subdivision Key

★ Time Signature:

4/4 Time | C (Common Time)

❖ Structure: Four Beats Per Measure

→ BPM: (Beats Per Minute) [The Tempo] “The Heartbeat”

- Numerical speed that sets the pace for the Quarter Note count.
- If the BPM is 120, you are hitting exactly two beats every second. If you change the BPM, the whole song gets faster or slower, but the notes stay in the same order.

→ Rhythm:

- The Pattern in the Gaps.
- The arrangement of sounds and silences.
- It breaks up the steady BPM into patterns (like 8ths, 16ths, and “ands”).
- The BPM is a steady *thump-thump-thump*, but Rhythm is the *ta-ta-tap-pause-tap* that you play over it.

→ Melody: [The Story / The Tune]

- Provides the “pitch” (highs and lows).
- You can hum a melody; you can’t really hum a rhythm.

→ **Quarter Note Count: 1-2-3-4**

[Downbeats]

➤ **Eighth Note Subdivision Count: 1-and-2-and-3-and-4-and**
[Upbeats/Off-Beats]

➤ **Sixteenth Note Subdivision Count: 1 e & a 2 e & a 3 e & a 4 e & a**
[Micro-Beats/Fills]

★ **Syncopated Layering: 1-and-2-and-3-and-4-and!**
[Hitting The "ands" By Feel]

★ **Subdivided Rolls: "1 e & a 2 e & a 3 e & a 4 e & a"**
[Quick Lead-Ins & Gap Fills]

★ **Rhythmic Ornamentation: [Mapping Rhythmic Gaps]**

- Feeling the **Negative Space** between Notes.

➤ **Hi-Notes:**

- Bright, high-pitched Notes.

➤ **Tremolo:**

- "Flutter Notes"
- "Twangle Notes"

BPM: [The Speed] — The numerical pace of the heartbeat.

Tempo: [The Pace] — The overall speed/vibe of the track.

Rhythm: [The Pattern] — The sequence of hits and gaps (The "Skeleton").

Melody: [The Tune] — The high-pitched notes/hooks (The "Skin").

Rapid, shaking vibrations applied to a note for texture.