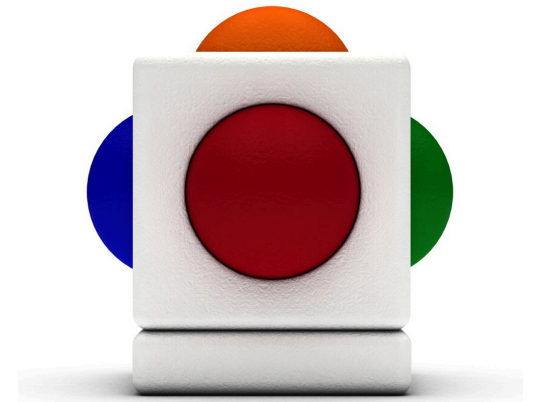


Lesson 1 | Solo Performance

Lesson time - 20 minutes



In this lesson

- Challenge yourself by letting a dice to decide how you will set up your Skoog!
- Configure Skoog settings including instrument, key, skill mode, mono/poly mode, and sensitivity
- Record your very own performance so you can share it with your friends!



Dice Music System

A [Dice Music System](#) is a way of randomly selecting from a pool of music creation rules. For those battling communication disabilities, it can be a way to give them more control. Rather than a teacher or helper choosing how they should play, they can rely upon their own luck.

For those who are more able to make deliberate choices, having a set-pool of creative starting points to step through for them to say yes or no to, can also help the creative process.

Roll-em on-line! From Nanogames:

[6-Sided Dice](#)

<http://www.arcess.com/dice/dice.htm>

[2-18 Sided Clock Dice](#)

<http://www.arcess.com/dice/clockdice.htm>

For retro-tech-heads; from OneSwitch:

[2-100 speaking number generator](#)

<http://www.oneswitch.org.uk/2/1/BBC/IBBCMico1.htm>

Lesson plan designed by [Barrie Ellis](#)

From OneSwitch.org.uk



This is a simple way to play with some of the Skoog's real sounding instruments for those who cannot always make a clear choice of their own.

1. Roll your dice...


Roll your dice using a physical dice, or one of the recommended online dice on the previous page.

The number that you land on will determine how you will set up your Skoog. The following are the rules.....:


	Instrument	Key	Octave	Skill Mode	Mode
1	Flute	C Minor	Octave 5	Novice	Mono
2	Vibes	C Major	Octave 4	Novice	Poly
3	Marimba	C Major	Octave 3	Expert	Poly
4	Marimba2	Bb Minor	Octave 5	Expert	Poly
5	Acoustic Guitar	C Major	Octave 4	Expert	Poly
6	Bass Guitar	C Major	Octave 2	Expert	Mono

2. Select instrument

Using the rules in Step 1, select the instrument corresponding to your dice number in the Skoogmusic software:

1. Go to the [Instruments Tab](#) .
2. Click on the icon that represents your instrument.

3. Set key and octave

1. Go to the [Notes Tab](#) .
2. In the [Scale](#) menu underneath the keyboard, select either Major or Minor Pentatonic.
3. In the [Tonic](#) box on the [Notes Tab](#), select the name for the key that corresponds to your dice number.

4. Set skill mode

Click on one of the skill mode buttons at the bottom of your Skoog window to set your skill mode to the one corresponding to your dice number.



5. Set Mono/Poly mode

Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Mono mode allows you to play only one note at a time, while in Poly mode you can play chords. Select the one that corresponds to your dice number.




6. Roll your dice again

Roll your dice again to decide how long the performance is to be for (or be guided by the performer's wishes whilst they are playing):

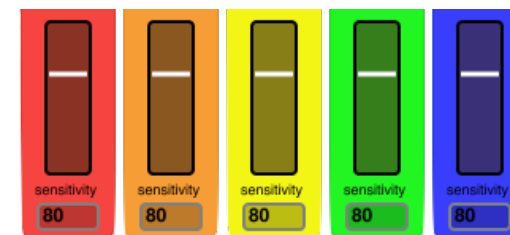
	1	2	3	4	5	6
Performance Duration	1 minute	2 minutes	3 minutes	1 minute	2 minutes	3 minutes

7. Adjust sensitivity

1. Go to the [Skoog Tab](#) , and locate the sensitivity bar near the bottom of the tab.



2. Click on the **+** sign if you want to [increase sensitivity](#), or if you want to [decrease](#) it, click on the **-** sign.
3. All sides on your Skoog should now be more/less sensitive!
4. If you want to adjust the sensitivity by different amounts on each side, then the [Settings Tab](#) is where you can go. Decide which side you want to adjust, and find its sensitivity slider close to the bottom of the [Settings Tab](#) (they are all colour coded!):



5. Grab the white line on the slider with your mouse, and drag it up to increase sensitivity - or drag it down to lower sensitivity. The number in the Sensitivity Number Box should change accordingly. Let go of your mouse when you find the optimal level.

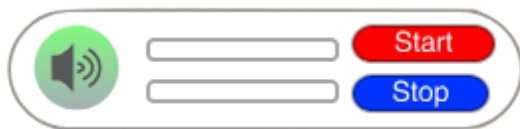
8. Play that solo!

Now that your Skoog is all set up according to our rules in [Step 1](#), it's time to play that cracking solo!

Here's an example session that you can have a listen to, where a 6 then a 4 were rolled - Bass Guitar for up to 1 minute: <http://www.specialeffect-games.org.uk/SOUND/Skoogmusic/demo/SoloBass-%286-and-4%29.mp3>

If you too would like to record your very own solo performance, here's how to:

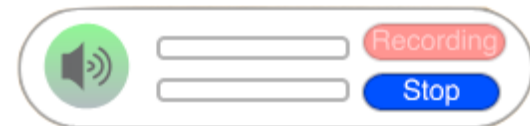
1. The [Audio Recorder](#) is located in the Skoogmusic Window across the top of your screen.



2. Check you levels with all the parts playing - a mini rehearsal if you like! Make sure the level indicator does not go into red. If it does, reduce the volume of each Skoog and that of the backing track.



3. When you are ready, click on [Record](#). The button will change to [Start](#) and a file browser window will open to prompt you for a save location for you recording.
4. Once you have chosen your save location for your sound file, the [Start](#) button will start flickering. Click on it to begin recording - the button will then change to [Recording](#).



5. Click [Stop](#) to stop recording.



For more information

It would be easy to broaden the system used in the lesson by using rule sets that make use of the powerful sample playing facilities of the Skoog, MIDI instruments (including those built into your PC) and so on.

For more information on using Samples in Skoogmusic, see [Chapter 4.4](#) and [Chapter 5](#) of the Skoogmusic User's Guide. For more information on using MIDI with your Skoog, refer to [Chapter 4.3](#) of the Skoogmusic User's Guide.

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What's coming up next?

Next time we will be covering the following:

- Let the dice decide which well known pop tune you will perform on the Skoog
- Using note files downloadable from the Skoogmusic website
- Playing with a backing track using the Backing Loop Player

Until next time - The Skoogmusic Team.

