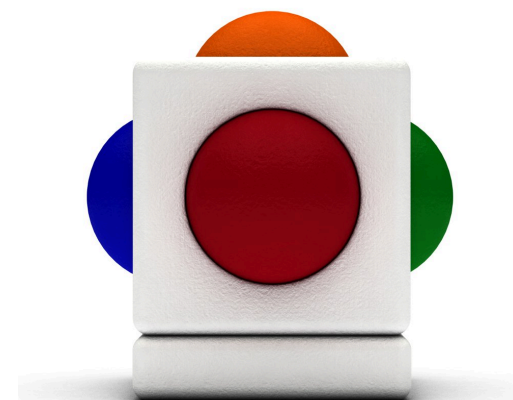


Lesson 3 Ideas for Band Play

Lesson time - Across six 20 minute sessions



In this lesson

- 6 different ideas to play with your Skoog as a band
- Playing with a backing track by importing a sound file into the backing loop player
- Importing short sound files and using the Skoog as a sampler
- Improvising on the Skoog with a friend
- Recording your own performance then re-record on top of that



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 Die](#)

<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



Idea 1: Jazz Band


Trombone and Rhodes-keyboard

1. Set your Skoog to Trombone

1. Go to the [Instruments Tab](#) .
2. Click on the Trombone icon to select the instrument.



2. Select Eb Major pentatonic scale

1. Go to the [Notes Tab](#) .
2. In the [Scale](#) menu underneath the keyboard, select either Major Pentatonic.
3. In the [Tonic](#) box on the [Notes Tab](#), select Eb.
4. In the [Octave](#) box on the [Notes Tab](#), select 4.

3. Set to Novice or Expert skill mode

Click on either [Novice](#) or [Expert](#) at the bottom of your Skoog window to set your skill mode.

4. Set to Poly mode

Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Use Poly mode to play chords.



5. Import backing track

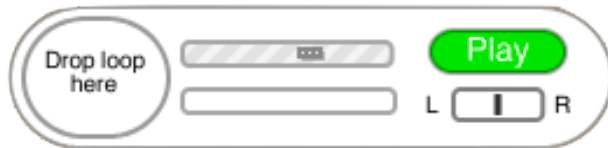
Download this Rhodes-Riff sample (www.specialeffect-games.org.uk/SOUND/Skoogmusic/demo/Rhodes-Riff.mp3) and import it into the backing loop player:

NOTE The sample was made using the amazing Audio Tools by Burnstudios (www.audiotool.com).

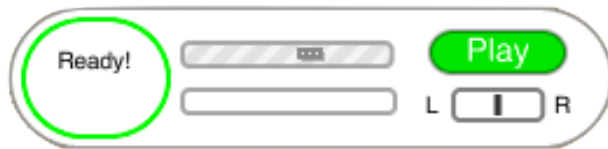
Should you decide to use your own backing track, bear in mind that the Backing Loop Player can take any files in [.wav](#), [.aif](#), or [.mp3](#) format.



1. The [Backing Loop Player](#) is located in the Skoogmusic Window across the top of the screen.



2. Locate your backing track of choice in your file browser.
3. Click and drag your backing track sound file across to the Skoogmusic Window, and drop it in the bubble that says [Drop Loop Here](#).
4. When the border of the bubble stops blinking and the player reads [Ready](#), the sound file has finished being imported. Click [Play](#) to start playing the backing track.



5. If you want to control the volume of you backing track, just drag and adjust the slider in the loop player. You can also pan you backing track to the left and right too.

6. The player will loop the track when it ends. Click [Stop](#) to stop playing.



6. Roll the die

Roll the die to decide how long the performance is to be for:

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

7. Improvise!

Go wild on your Skoog and improvise on top of the backing track for the determined duration. Here's a little sequence that you could try to get your creative juices running:



Green Yellow



Green Orange




Idea 2: Rock Out!

1. Download guitar samples

Download these guitar samples (www.specialeffect-games.org.uk/SOUND/Skoogmusic/demo/guitar-samples/guitar-samples.zip) taken from the wonderful Guitar Shred Show (www.guitarshredshow.com).

2. Import samples

1. Go to the [Samples Tab](#) .
2. Open the file of samples that you just downloaded.
3. Click on each file and drag it across to the Skoog Window; drop it on its corresponding [waveform box](#).
4. At the top of the [Samples Tab](#), click on and select [Scrub](#).
5. Click on [Refresh](#) at the bottom of the [Samples Tab](#).
6. For each side, make sure that [Fwd](#) is selected instead of [Rev](#) so that all samples are played forward.
7. Try pressing into your Skoog - you should be able to hear some guitar sound.

3. Set to Novice skill mode

Click on [Novice](#) at the bottom of your Skoog window to set your skill mode.

4. Set to Mono mode

Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Use [Mono](#) mode to play only one note at a time.

5. Backing track

We are going to use the [Tony-B Machine](#) as our backing track. Get [Machine 3](#) (www.tony-b.org/loadtbm3.swf) running in your internet browser in the background. Get a friend to join your band and operate the Tony-B Machine!



6. Roll the die

Roll the die to decide how long the performance is to be for.


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



Idea 3: Flute Techno


1. Set your Skoog to Flute

Set the Skoog up with the dynamic flute model:

1. Go to the [Instruments Tab](#) .
2. Click on the flute icon to set the Skoog as flute.



2. Select C Major pentatonic scale

1. Go to the [Notes Tab](#) .
2. In the [Scale](#) menu underneath the keyboard, select either Major Pentatonic.
3. In the [Tonic](#) box on the [Notes Tab](#), select C.
4. In the [Octave](#) box on the [Notes Tab](#), select 5.

3. Set to Novice skill mode

Click on [Novice](#) at the bottom of your Skoog window to set your skill mode.

4. Set to Poly mode

Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Use Poly mode to play chords.



5. Backing track

We are going to use the [Tony-B Machine](#) as our backing track. Get [Machine 3](#) (www.tony-b.org/loadtbm3.swf) running in your internet browser in the background.



6. Label computer keyboard keys

Label these keys on your computer keyboard with the 5 different colours of the Skoog:

	KEY FOR TREBLE	KEY FOR BASS
RED	D	N
BLUE	A, K	V
YELLOW	G	Z
GREEN	J	C
ORANGE	F	M

7. Improvise with a friend!

Get a friend to join you; one person plays the Skoog and the other plays the sequencer. Try to match one another's colours, and improvise around them.



Idea 4: Farm-yard Band

1. Locate sample set folder

Your Skoogmusic software comes with some very exciting samples and sample sets! They can be found here:

Mac: /Library/Application Support/Skoogmusic/Samples
Windows: C:\Program Files (x86)\Skoogmusic\Samples

We are going to use a sample set folder called [Farm Animals](#), so within the [Samples](#) folder, open up [Sample Sets](#).

2. Import sample set folder

1. Go to the [Samples Tab](#).
2. Locate a the [Farm Animals](#) sample set folder in your file browser.
3. Click on the Samples Set folder and drag it across to the Skoog Window; drop it on one of the waveform boxes.
4. That's your samples imported! Alternatively, click on [Load](#) at the bottom of the [Samples Tab](#).
5. At the top of the [Samples Tab](#), click and select [Trigger](#) as your playback function.

6. Just below the red waveform box on the [Samples Tab](#), click [Refresh](#).

3. Set to Poly mode

Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Use Poly mode to play chords.



4. Set to Novice skill mode

Click on [Novice](#) at the bottom of your Skoog window to set your skill mode.

5. Backing track

We are going to use [Horse Harmony](#) as our backing track, so open it up in your internet browser (www.specialeffect-games.org.uk/SOUND/Horse-Harmony/Horse-Harmony.swf). Click on any of the four horses to start them singing. If you cannot hear them, refresh the window, or try running in an alternative web-browser.



6. Roll the die

Roll the die to decide how long the performance is to be for.

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



Idea 5: Tone Matrix

1. Set your Skoog to Trombone

1. Go to the **Instruments Tab** .
2. Click on the Trombone icon to select the instrument.



2. Set to Novice skill mode

Click on **Novice** at the bottom of your Skoog window to set your skill mode.

3. Set to Poly mode


Click on the switch in the top left corner of the Skoog Window to toggle between Mono and Poly mode. Use Poly mode to play chords.

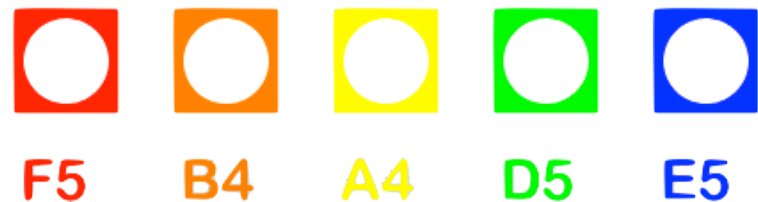


4. Import notes file

Download the notes file here: www.specialeffect-games.org.uk/SOUND/Skoogmusic/demo/notes/TM-trombone-notes.txt

NOTE Your web browser might open the content of this text file instead of downloading it as a file. In this case, copy the text that appears, paste it into a text editor, and save it as a .txt file.

1. On the **Notes Tab** , click on the **Open** button at the top of the tab.
2. Locate and select the notes file that you just saved, and click **Open**.
3. The notes on your Skoog should now change to those specified within the notes file! The indicators on your **Notes Tab** should now look like this:



5. Backing track

We are going to use [Tone OMatrix](http://lab.andre-michelle.com/tonematrix) as our backing track, so open it up in your internet browser (lab.andre-michelle.com/tonematrix). Plot some notes on the base line by pointing and clicking. Use the [Space key](#) on your keyboard to clear the music.

6. Roll the die

Roll the die to decide how long the performance is to be for.

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



Idea 6: One-human Band

One of the many great things about the Skoog is the facility to record what the Skoog is performing. Using this, it's possible to record yourself, then play over that again.

1. Roll your die...

Roll your die using a physical die, 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 die number:

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 you want.

4. Set skill mode

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



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.



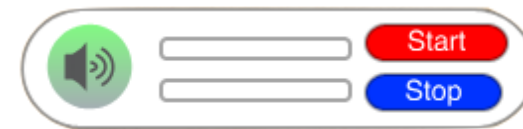
6. Roll your die again

Roll your die 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. Record your performance

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



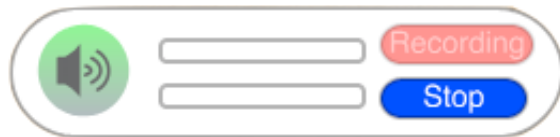
2. Check you levels with all the parts playing - a mini rehearsal if you like! Make sure the level indicator does not go into red. If it does, reduce the volume of each Skoog and that of the backing track.



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.



- 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**.



- Click **Stop** to stop recording.

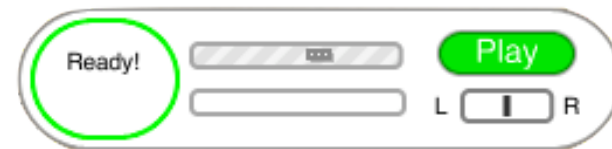
8. Import your recording as backing track

- The **Backing Loop Player** is located in the Skoogmusic Window across the top of the screen.

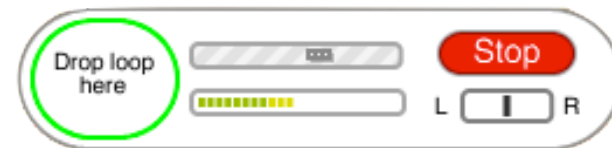


- Find your recording in your file browser.
- Click and drag your recording across to the Skoogmusic Window, and drop it in the bubble that says **Drop Loop Here**.

- When the border of the bubble stops blinking and the player reads **Ready**, the sound file has finished being imported. Click **Play** to start playing the backing track.



- If you want to control the volume of your backing track, just drag and adjust the slider in the loop player. You can also pan your backing track to the left and right too.
- The player will loop the track when it ends. Click **Stop** to stop playing.



9. Record again with backing track.

When ready to perform again, click on **Play** and go through the process in Step 7 again to record yourself playing on top of yourself.



FUTURE IDEAS To broaden this process further, consider the [Compatible Pentatonic Scale Chart](#) on the next page. Consider making a many multi-layered recording, using different instruments and sounds. Have different musicians take it in turns to build up a track. Consider collaborative working with other musicians, schools and so on, e-mailing your work in progress recordings to musicians any where in the world. Then share ideas on the Skoogmusic forums (skoogmusic.com/forum), and tell the world.



COMPATIBLE PENTATONIC SCALE

	C Major	C Minor	C# Major	C# Minor	D Major	D Minor	Eb Major	Eb Minor	E Major	E Minor	F Major	F Minor	F# Major	F# Minor	G Major	G Minor	A Major	A Minor	Bb Major	Bb Minor	B Major	B Minor		
C Major	•																							
C Minor		•																						
C# Major			•																					
C# Minor				•																				
D Major					•																			
D Minor						•																		
Eb Major							•																	
Eb Minor								•																
E Major									•															
E Minor										•														
F Major											•													
F Minor												•												
F# Major													•											
F# Minor														•										
G Major															•									
G Minor																•								
G# Major																	•							
G# Minor																		•						
A Major																			•					
A Minor																				•				
Bb Major																					•			
Bb Minor																						•		
B Major																							•	
B Minor																								•

LOOP KEY

Use this chart to work out what pentatonic scale you can use for your loop. For example: to play along to a backing loop/track in the key of F Major, the pentatonic scales that you can use are C Major, D Minor, F Major, G Minor, A Minor, and A# Major. Simply select one of these pentatonic scales on the Note Tab in the Skoogmusic software, and play away!

We reckon we have all keys - major and minor - covered. If we have missed out anything, or if you would like a particular loop in another key, then send us a request and we will get that sorted for you!

For more information

For more ideas on creating music with the Skoog, see [Chapter 6](#) of the Skoogmusic User's Guide.

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