

Online

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Sibelius Advanced Session 3

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Midnight Music

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Basic drum kit parts in Sibelius

Introduction

3 ways to enter drum parts from scratch

There are 3 ways to enter drum parts from scratch in Sibelius:

- manual input using the computer keyboard
- manual input using a MIDI keyboard
- recording the drum part “live” using a MIDI keyboard

The first method is slow and tedious because you need to manually change noteheads as you go. The second and third method, which involve using a MIDI keyboard, are much quicker.

If you are going to spend time creating drum parts, I can highly recommend purchasing a MIDI keyboard - even a small inexpensive one - to make life easier.

An explanation of each method is given below.

Manual input using the computer keyboard



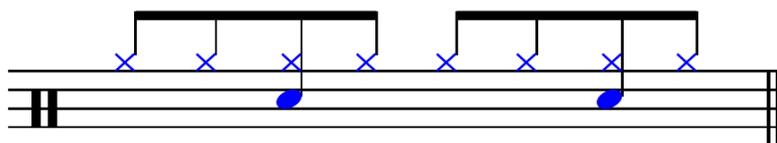
When creating drum kit patterns you often only need to notate one or two bars because you can copy and paste the pattern for the remainder of the score.

Because we'll need to notate two *rhythmically independent parts*, we need to use two voices on one staff in Sibelius.

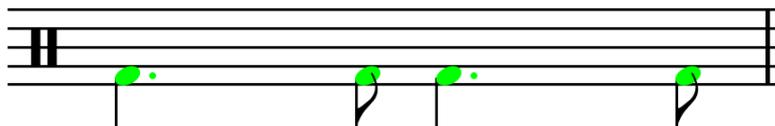
- **Voice 1** (blue) has stems pointing up
- **Voice 2** (green) stems pointing down

Using voices in drum kit notation

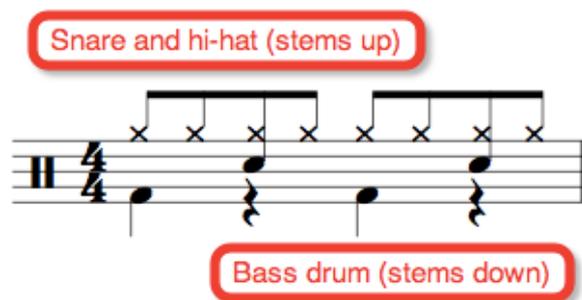
- Use voice 1 use for parts of the kit played with hands (ie. cymbals and snare)



- Use voice 2 for parts played with the feet (bass drum, hi-hat foot pedal)

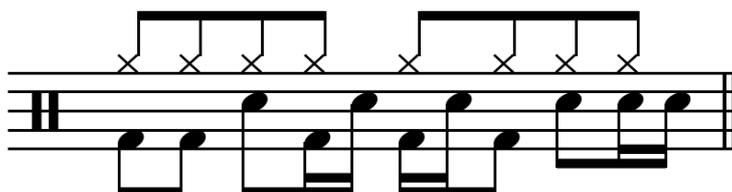


The complete pattern:



Exceptions

Not *all* drum patterns should be notated this way, but it's a good general rule to go by. An exception to this rule is when the snare works rhythmically with the kick drum, as in the following example:



In the above example, the snare is notated in Voice 2, with the kick drum, whilst the hi-hat is in voice 1.

Entering the hi-hat part: voice 1

- Select bar one (it should have a blue box around it)
- Press **N** (for note entry)
- Enter the rhythm for hi-hat part (quavers in the space on top of the staff)



- Don't worry that the stems are pointing down – they'll move up automatically when we add the kick drum part
- And don't worry about the fact that there was no sound when you entered the notes. In order for the snare drum part to make a sound, we need to change the noteheads to crosses

Changing the noteheads

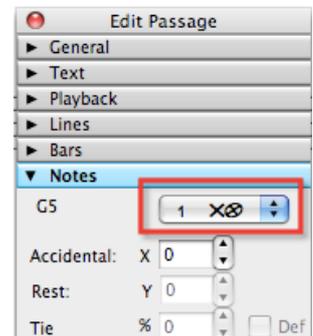
- Press **Escape** twice to make sure you have nothing selected

- Now select bar one again



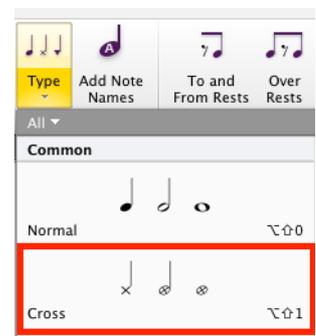
- Sibelius 5 & 6:

- ✦ Go to **Window > Properties** and click on the **Notes** tab
- ✦ From the noteheads drop-down menu, select notehead number 1 (cross)
- ✦ Press **Escape**
- ✦ You can also use the shortcut **Alt+Shift+1 (Opt+Shift+1 on Mac)**



- Sibelius 7:

- ✦ Go to **Notations > Noteheads** and click on the lower half of the **Type** button
- ✦ Select the **Cross** notehead (notehead number 1)
- ✦ Press **Escape**
- ✦ You can also use the shortcut **Alt+Shift+1 (Opt+Shift+1 on Mac)**



Add the snare part

- Select the 3rd hi-hat quaver and type **Shift+5** to add a note a 5th below for the snare drum part



- While that note is still selected, change it back to a normal notehead by selecting notehead 0 by using the shortcut **Alt+Shift+0 (Opt+Shift+0 on Mac)**

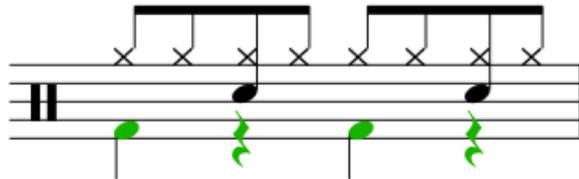
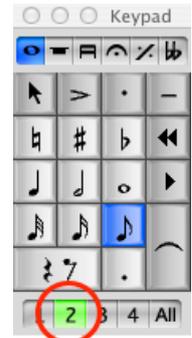


- Add another snare drum note to the 7th quaver (beat 4) and change the notehead back to a normal notehead, as you did before
- Press **Escape**

Enter the bass drum (kick) part: voice 2

- Select bar one again

- Press **N** for note entry
- Switch to voice 2 by clicking on the Voice 2 button on the Keypad (see right), or by pressing **Alt+2** (**Opt+2** on Mac)
- Enter the bass drum rhythm. You'll notice that the stems of the voice 1 part (hi-hat and snare) jump up automatically when the first bass drum note is entered



- Press **Escape**

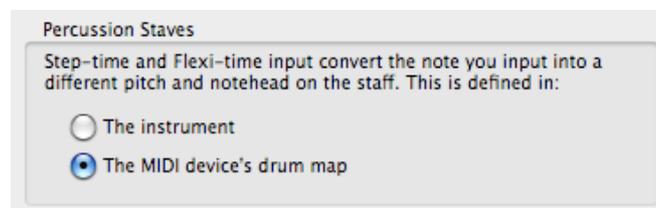
That's all – the pattern is complete. You can now copy and paste the pattern into the other bars of the drum part.

Manual input using the MIDI keyboard

Instead of using your computer keyboard to enter notes on the drum kit staff, you can speed things up by using a MIDI keyboard. It's quicker with a MIDI keyboard because the noteheads are automatically entered in the correct way (ie. hi-hat part will automatically have cross-noteheads).

Set-up: before you start

- Go to **File > Preferences** (Sibelius 7 and PC users of Sibelius 6 and earlier) or **Sibelius > Preferences** on Mac (Sibelius 6 and earlier)
- Select **Note Input** from the menu on the left
- Under **Percussion Staves**, select **The MIDI device's drum map**. This means you'll be using the inbuilt MIDI percussion instruments in your keyboard to enter notes on the drum kit staff



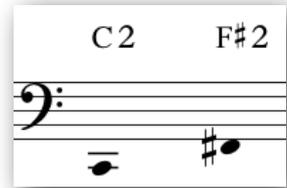
Enter the hi-hat and snare parts

- Select bar one
- Press **N** (for note entry)

- Select quaver on the Keypad
- Play the **F sharp** below the bass clef (**F#2**) on keyboard to create the hi-hat notes. When you reach beat 2 and 4, play **F#2** and **D2** at the same time to create the hi-hat and snare simultaneously
- Press **Escape** twice to finish

Bass (kick) drum part

- Select the bar again
- Press **N** and then press **Alt+2 (Opt+2)** to enter notes into voice 2
- Enter the bass drum part by using **C2** on your MIDI keyboard

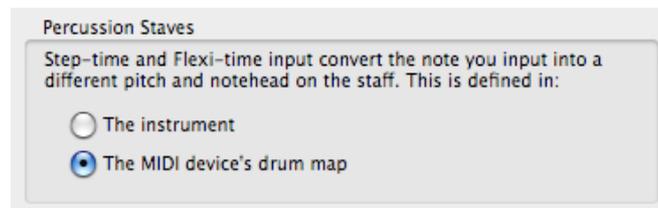


Recording the drum part “live” with a MIDI keyboard

Even quicker still, is recording the entire drum kit part in all at once using Sibelius’s Flexi-time input method.

Set-up part #1

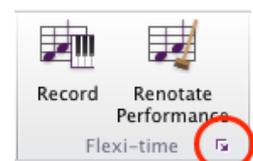
- Go to **File > Preferences** (Sibelius 7 and PC users of Sibelius 6 and earlier) or **Sibelius > Preferences** on Mac (Sibelius 6 and earlier)
- Select **Note Input** from the menu on the left
- Under **Percussion Staves**, select **The MIDI device’s drum map** (see image below). This means you’ll be using the inbuilt MIDI percussion instruments in your keyboard to enter notes on the drum kit stave



Set-up part #2

Open Flexi-time Options:

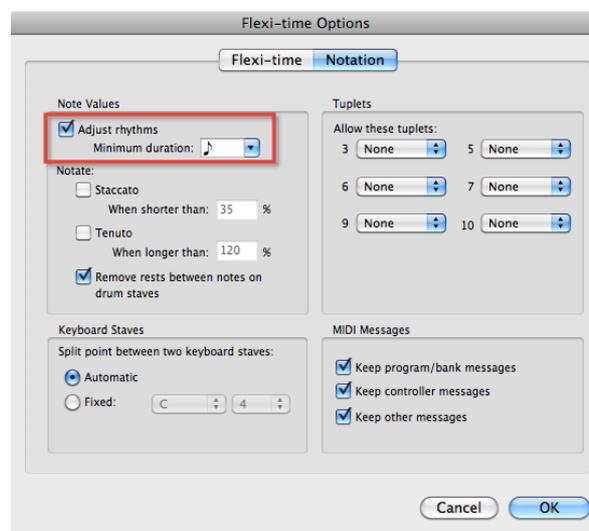
- Sibelius 5 & 6: go to **Notes > Flexi-time options**
- Sibelius 7: go to **Note input > Flexi-time** and click on the Flexi-time options **dialogue launcher button** (see image right)



- Then, on the **Flexi-time tab** check the **Record into multiple voices** option (see image, right)



- On the **Notation tab**, choose the minimum rhythmic value you will play under **Adjust Rhythms** (see image, right)



Recording the drum pattern

- Select the bar or rest where you want to start recording the drum part
- Click the **Record** button (on the Playback window), or use the shortcut **Ctrl+Shift+F** (**Cmd+Shift+F** on Mac)
- Play the drum pattern on your keyboard, using the MIDI drum map (ie. C2 for the kick drum, F#2 for the hi-hat and D2 for the snare)



Copying patterns and repeat bar signs

Copy and paste

You can copy and paste a notated pattern by using one of the following methods:

- Select the bar and press **R** (for repeat)
- Select the bar and then hold down **Alt** (**Opt** on Mac) and click at the beginning of a bar



Repeat Bar Signs

Drum patterns are much easier to read if you make use of the repeat bar sign. It looks a little like a division sign and at a glance, the drummer can see that they should repeat the pattern in the previous bar.

Rock ♩ = 100

Ad lib.



To add the repeat bar sign in Sibelius 6 and 7, do the following:

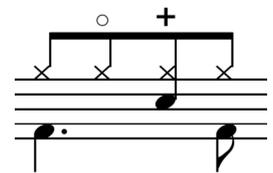
- Select the bar *after* the initial drum pattern appears
- Go to the 5th Keypad layout
- Click on the appropriate repeat bar sign (or press number 1, 2 or 4 on your computer's numeric keypad)
- You can also use the 2-bar repeat sign or 4-bar repeat sign



Open and closed signs

Open sign

- To add an open sign (o) to a note, select the note and then choose o from the 4th keypad layout



Closed sign

- To add an closed sign (+) to a note, select the note and then choose + from the 4th keypad layout
- Using the closed and open signs will be reflected in the playback of your score



Ghost Stroke Noteheads

A ghost stroke is a note with parentheses on either side of the notehead and it's played at an extremely soft dynamic.

- Select the notehead
- Go to the 2nd keypad layout
- Press number **1** on your computer's numeric keypad, or click on the parentheses with the mouse



Sticking

Sticking is indicated by an uppercase R and L and denotes which hand should be used to play each note of a rhythm. Sticking can appear below the staff, or above the staff.

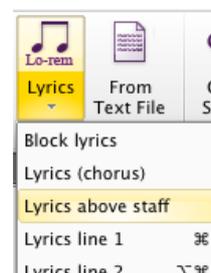
Sticking below the staff

- Select the first note of the pattern
- Sibelius 5 & 6: go to **Create > Text > Lyrics** or use the shortcut **Ctrl+L (Cmd+L on Mac)**
- Sibelius 7: go to **Text > Lyrics** and click on the **Lyrics** button or use the shortcut **Ctrl+L (Cmd+L on Mac)**
- Type R or L and then press space to advance to the next note
- When you've finished, press **Escape**



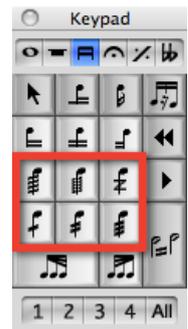
Sticking above the staff

- Select the first note of the pattern
- Sibelius 5 & 6: go to **Create > Text > Lyrics > Lyrics above the staff**
- Sibelius 7: go to **Text > Lyrics** and click on the lower half of the **Lyrics** button. Choose **Lyrics above staff** (see image, right)
- Type R or L and then press space to advance to the next note
- When you've finished, press **Escape**



Rolls

- Select the note/s
- Go to the 3rd Keypad layout and choose one of the tremolo options



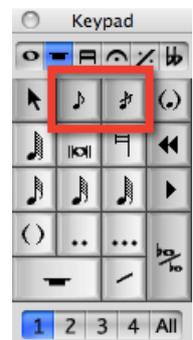
Grace Notes (Flams and drags)

A grace note (such as a flam or a drag) is struck just ahead of the main note. The stem always points up and there should be a slur from the grace note/s to the main note.



How to enter a grace note

- Go to the 2nd keypad layout
- Click on the grace note (acciaccatura) and click in the score, just before the main note



How to notate a drag

A drag looks like two semiquavers joined together (see 3rd example above)

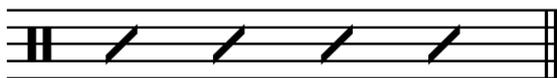
- Choose semiquaver from the first keypad layout
- Then choose the grace note (appoggiatura) from the 2nd keypad layout
- Click the two notes into the score, just before the main note

How to add a slur

- Select the grace note and press **S**
- Press space bar to extend the slur if necessary

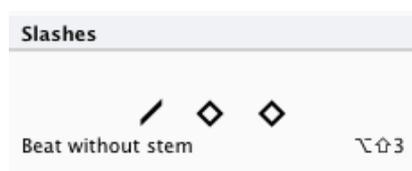
Slash notation

Slash notation indicates that a player should improvise a part in the appropriate style. There's usually a written instruction included to indicate whether the drummer should "play time" (a timekeeping pattern), or a fill or a solo.



How to create slash notation

- Create 4 crotchets on the middle line of the stave
- Select the entire bar
- Sibelius 5 & 6:
 - ✦ Go to **Window > Properties** and click on the **Notes** tab
 - ✦ From the noteheads drop-down menu, select notehead number 3
 - ✦ Press **Escape**
 - ✦ You can also use the shortcut **Alt+Shift+3 (Opt+Shift+3 on Mac)**
- Sibelius 7:
 - ✦ Go to **Notations > Noteheads** and click on the lower half of the **Type** button
 - ✦ Select the **Beat without stem** notehead (notehead number 3)
 - ✦ Press **Escape**
 - ✦ You can also use the shortcut **Alt+Shift+3 (Opt+Shift+3 on Mac)**



How to add a text indication ("Play time" or "Fill" or "Solo")

- Select the first note in the bar
- Press **Ctrl+T (Cmd+T on Mac)**
- A flashing cursor will appear and you can type the text you need

Rhythmic Notation (slashes with stems)

Rhythmic notation specifies the rhythm the drummer should play, but allows them to improvise the instrumentation.



How to create rhythmic slash notation

- Enter the rhythm on middle line of drum set stave
- Select the bar/s
- Sibelius 5 & 6:

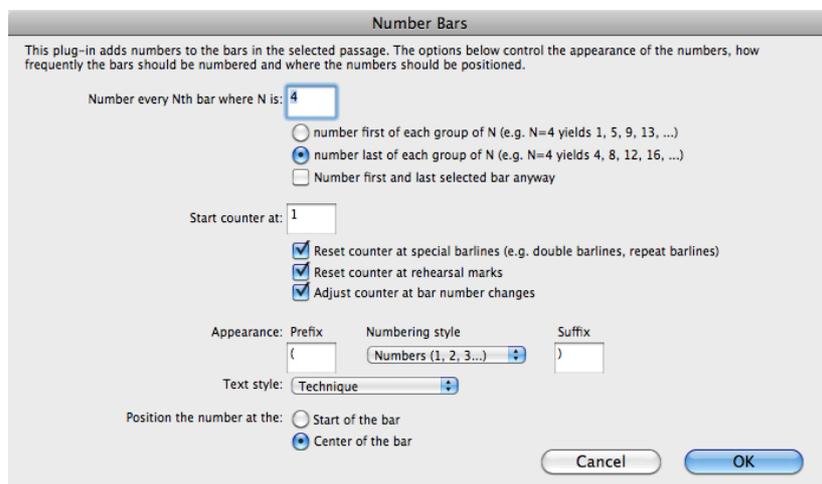
- ✦ Go to **Window > Properties** and click on the **Notes** tab
- ✦ From the noteheads drop-down menu, select notehead number 4
- ✦ Press **Escape**
- ✦ You can also use the shortcut **Alt+Shift+4 (Opt+Shift+4 on Mac)**
- Sibelius 7:
 - ✦ Go to **Notations > Noteheads** and click on the lower half of the **Type** button
 - ✦ Select the **Beat with stem** notehead (notehead number 4)
 - ✦ Press **Escape**
 - ✦ You can also use the shortcut **Alt+Shift+4 (Opt+Shift+4 on Mac)**

Numbering Bars Automatically



How to number bars

- Select the bar/s
- Sibelius 5 & 6: go to **Plugins > Text > Number Bars**
- Sibelius 7: go to **Text > Plugins > Number Bars**
- In the window that opens, choose the appropriate settings
- Click **OK**

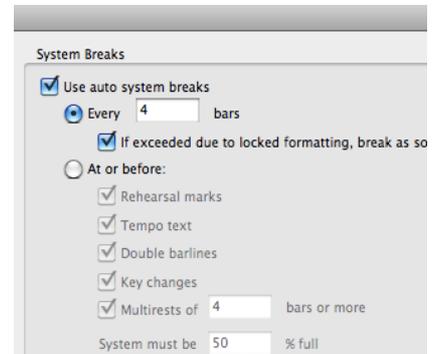


Layout

I don't often recommend laying out a score with a uniform number of bars per line, but for jazz/pop music it is a fairly standard layout choice. Many drummers find it helpful because most jazz/pop music is made up of groups of 4, 8 or 16 bars. Having a uniform 4 bars across a line makes it easy for a drummer to keep track of the part.

How to layout a score with 4 bars per system

- Sibelius 5 & 6: go to **Layout > Auto Breaks**
- Sibelius 7: go to **Layout > Breaks > Auto Breaks**
- Under **System Breaks** in the top left hand corner, choose **Use auto system breaks** and click on the *Every n bars* button
- Fill in the appropriate number in the box and click **OK**



Two other quick ways to create drum parts

Method 1: use the Ideas window (Sibelius 5, 6 and 7)

- Sibelius 5 & 6: go to **Window > Ideas**
- Sibelius 7: go to **View > Panels > Ideas**
- Click on the **Library** tab
- Search for drum parts using the search field at the top – eg. type in “Jazz drums”
- Click and hold the mouse button on an Idea to hear it



When you find one you like, copy and paste it into your score

- Select the idea in the Ideas window
- Select the destination bar in your score
- Click on the **Paste Idea** button



Method 2: use the “Add Drum Pattern” plug-in

- Sibelius 5 & 6: go to **Plug-ins > Composing Tools > Add Drum Pattern**
- Sibelius 7: go to **Note Input > Plug-ins** and under **Composing Tools**, choose **Add Drum Pattern**
- Choose a style from the drop-down menu
- Click **OK**. The drum part will be added to your score

Orchestral Parts: Multiple instruments, one player

There are two basic ways to set up an orchestral part that uses multiple instruments and only one player:

Method 1: using separate staves

Use a separate staff for each instrument being played, draw them together in one part and hide the instruments that are not playing.

Create a part that includes the percussion staves you need:

- Sibelius 5 & 6: go to **Window > Parts** and click on the **New Part** button
- Sibelius 7: go to **Parts > Setup > New Part**
- Select the instruments you need down the left side and click **Add to Part**
- Click **OK**
- The new part you created will appear in the Parts Window. You can rename it by clicking on its title

Basic formatting

- Open the new part
- Hide the instrument/s that are not playing:
 - ✦ Sibelius 5 & 6: select the entire score (or a portion of it) and go to **Layout > Hide Empty Staves**
 - ✦ Sibelius 7: select the entire score (or a portion of it) and go to **Layout > Hiding Staves > Hide Empty Staves**
- Ensure that multirests are turned on:
 - ✦ Sibelius 5 & 6: go to **Layout > Auto Breaks** and check the **Use Multirests** box
 - ✦ Sibelius 7: go to **Layout > Breaks > Auto Breaks** and check the **Use Multirests** box
- Add in System breaks at end of systems to create a clean switch if necessary (select the barline and press Enter/Return)
- You can sometimes have two staves showing at once – the player can read both simultaneously

Method 2: using the Instrument Change feature

Use one single staff for all instruments. Create an **Instrument Change** when the player needs to switch to a new instrument. This method can be less effective if there are frequent changes in staff type (eg. From a single line to 5 lines), but it works well when all instruments use same staff type.

When the percussion player needs to switch to a new instrument:

- Sibelius 5 & 6: go to **Create > Other > Instrument Change**
- Sibelius 7: go to **Home > Instruments > Change**
- Find the new instrument in the window that opens and click **OK**

- Click in the score where the new instrument starts
- The playback sound will change and some text will be added to your score to indicate to the player that they should change instruments

Other Resources

Book: Guide To Standardized Drumset Notation by Norman Weinberg

- Published by the Percussive Arts Society
- Distributed by Hal Leonard (06620063)

Tutorial Videos

- I've made 3 tutorial videos about creating drum parts in Sibelius that can be found on Youtube: www.youtube.com/katiesw1

Sibelius Reference manual

- See the *Percussion* section
- The **Drum Set** and **Drum Kit** staves in Sibelius use the drum map which is pictured in this section of the manual
- The drum map tells you which line/space to use on the staff and also which notehead to use for each of the drum set instruments

Sibelius Drum map and GM Percussion map

- The book: *Sibelius - A Comprehensive Guide to Sibelius Music Notation Software* (Rudolph/Leonard) has a companion website: www.sibeliusbook.com which has a useful set of Chapter File/Downloads. The Chapter 8 files include a pdf of the Sibelius drum map and also the GM percussion map (for entering notes via MIDI keyboard)

Homework

Homework is to practice creating drum patterns in different styles.

Open the **Drum Part Examples** document and replicate everything on the page, using the instructions above as a guide.