

# Microgrooves

Loops for percussion and electronics

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## microgroove 1: ultra-laid-back

Slowing beats 2 and 4 of a half-time rock beat by 30% creates an extreme "laid back" feel.

Drumset

♩=144 (♩=110.78) stretch 30% ♩=144 (♩=110.78) ♩=144

## microgroove 2: warped samba

*(Crush the middle sixteenths)*

My version of a classic samba groove.

First, I quantized the crushed-middle-sixteenths aspect that defines the samba feel, then I warped the tempo 15% faster on beat 3 and 10% slower on beat 4.

In this case, since the middle sixteenth notes are only moved inwards by 3% of a beat, I elected to represent the feel graphically rather than use the technically-more-precise version included below.

♩=100 (♩=117.65) shrink 15% (♩=90.9) stretch 10%

Drumset

Tambourine (played with sticks)

Bell (fade in on fourth repeat)

6x

Technically precise representation of the samba groove that no one would ever want to see:  
(middle sixteenth notes moved in by 3% of a beat)

♩=100 (♩=117.65) (♩=90.9)

## microgroove 3: stretched 7

An exercise in beat stretching: the fourth eighth note in measure one is slowed by 30%, and the first two eighth notes in measure two are slowed by 15%, which means that both measures should last the same amount of time!

$\text{♩} = 190$        $(\text{♩} = 146)$        $(\text{♩} = 190)$        $(\text{♩} = 165)$        $(\text{♩} = 190)$   
 stretch 30%      stretch 15%

Bell, Rim, Kick

Hi-hat, Snare

Tambourine

## microgroove 4: slow 6/4

$\text{♩} = 75$        $(\text{♩} = 65.22)$        $(\text{♩} = 75)$   
 stretch 15%      (brief pause before beat 6)

drums

gong

metal plate

castanets

synth

## micro 5: drunk hip-hop?

Someone once described this beat to me as "drunk hip-hop" and I haven't been able to think of it any other way since-- There's certainly a lot of "staggering" going on, from the alternating halftime vs regular feel every measure, to the way the beat stretching/shrinking works: of note is that the four bar cycle has the same number of slowed-down beats as it does sped-up ones, meaning that the cycle lasts exactly as long as it would have if no beats were warped.

♩=100  
drum machine

(♩=87) stretch 15%   (♩=100)   (♩=118) (♩=87) shrink 15% stretch 15%   (♩=100)   (♩=87) stretch 15%   (♩=100)   (♩=118) shrink 15%

synth

(♩=100)   (♩=87) stretch 15%   (♩=100)   (♩=118) (♩=87) shrink 15% stretch 15%   (♩=100)   (♩=87) stretch 15%   (♩=100)   (♩=118) shrink 15%