# Microgrooves

Loops for percussion and electronics

Karl Ronneburg

#### microgroove 1: ultra-laid-back

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



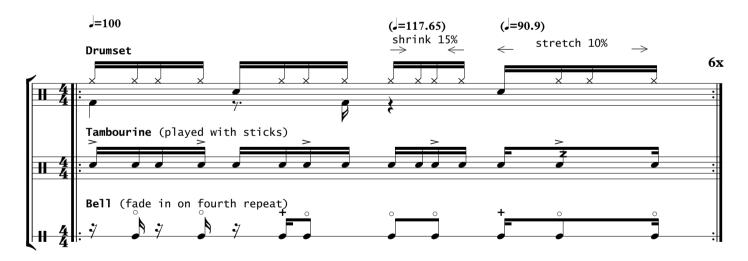
#### microgroove 2: warped samba

(Crush the middle sixteenths)

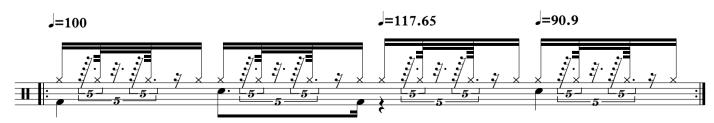
My version of a classic samba groove.

First, I quantified 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.

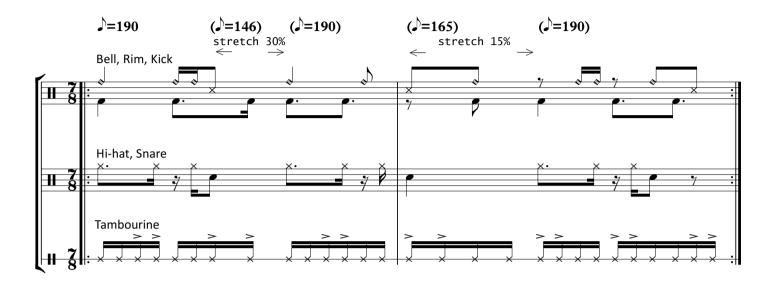


Technically precise representation of the samba groove that no one would ever want to see: (middle sixteenth notes moved in by 3% of a beat)

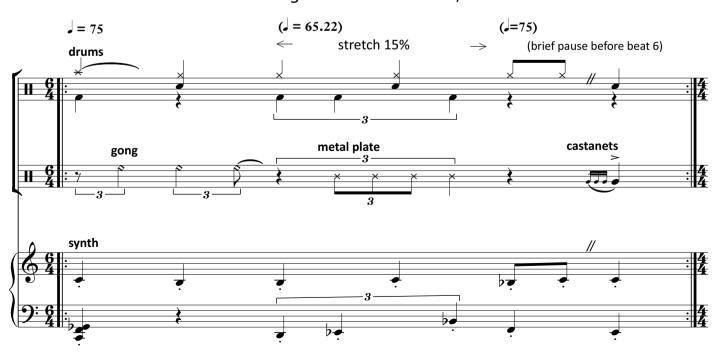


### microgroove 3: stretched 7

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!



## microgroove 4: slow 6/4



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### 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.

