First a short explanation on the scores.

This part of the score, it currently empty.

In the top left corner there is a text saying *Moderate* and beside it is the tempo in beats per minute or bpm. The current setting is 120 bpm which is the standard, doom metal goes in 80 bpm and rave goes in 140.
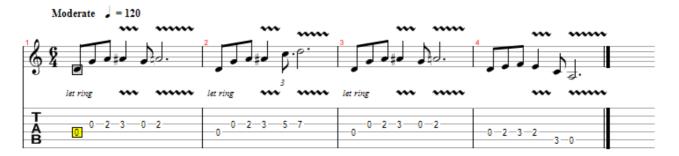
The 6 on top of the 4 is the time signature which sets the beat per bar. In this example the 4 indicates that the reference time is the quarter note, and the 6 indicates that there are 6 beats per bar. In this case, there are 6 quarter notes in a bar.

The upper line is the note bar and the lower lines are the tablature bar.

Now lets make a song!

I most often begin with playing my guitar or piano, I play around with the notes until I feel I got a melody. I play it over and over until I know the notes and from there I put it down on paper (or a program).

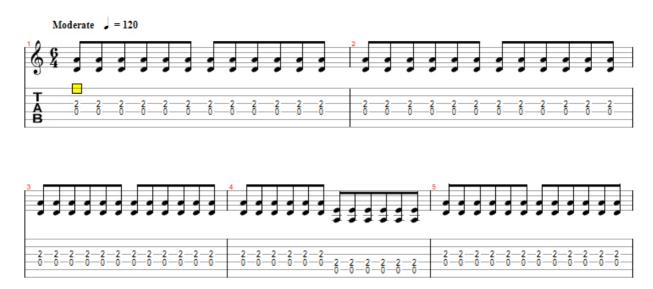Now, listen to the song named MIDI1.mid. This score beneath is that very song.

Note that the notes on the upper lines are looking different from each other. This is how the duration of the note is set. A black note with a tail on it (like the first or the fifth one) represents one twelfth of a quarter, a black note like the forth note represents one sixth of a quarter and a white note represents one third of a quarter. A dotted note like the fifth is one and a half times it's original value, in this case the forth note is three sixths of a quarter.

On the TAB lines we see how it would be played on a guitar. Each line represents a string on the guitar, from top to bottom it's E B G D A E (it's easier to remember if you name each string with a word and make the E B G D A E into a sentence). The numbers represent the frets pushed down. The first number in the bar is 0 and it is on the D string, so it is a D note. Simple, ey?
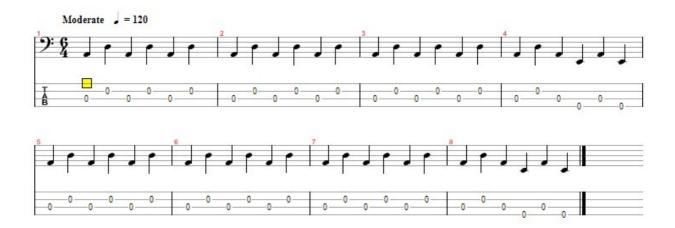
The waves over the notes represents vibrato.

Now lets add some comp.

Here is a simple comp, it's made up with the same notes that are played by the lead.
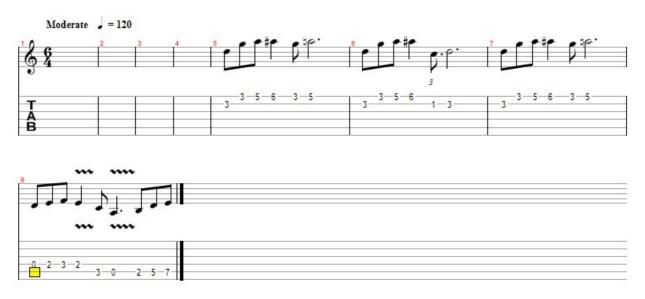
Listen to MIDI2.mid to hear how it sounds with the comp.

Then I wanted to have bas as well, so I added that too. I kept that quite simple as well. It just wonders from one of the notes the comp guitar is playing to another.

Listen to MIDI3.mid to hear how it sounds with bas.

Then I wanted something to make the melody a little brighter, so I put in a violin, and made it play the melody in a brighter musical part. This is the MIDI4.mid file.
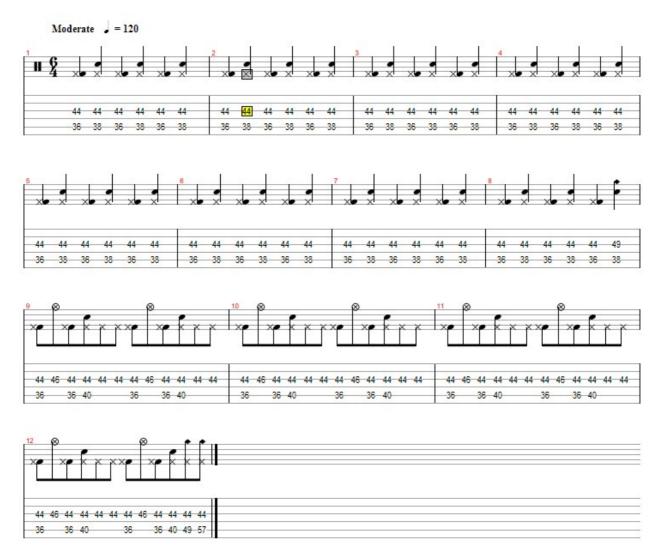

As you can see the violin dose not come into the song until four bars have passed. And you might also notice that the ending of the violin dose not look the same as the lead guitar, but I've changed the lead guitar, the comp guitar and the bas to follow this. I've made it so because I'm going to make a new segment now and that little change at the end makes the transition much nicer.

Feels like it needs the new segment now, right? Well here it is, listen to MIDI5.mid.

This is the new segment as it is played on the lead guitar. The violin plays the exact same thing, while the comp guitar and the bas plays a variation based in these notes.

It still needs something to make the beat stand out more, right? Well, I think it needs drums, so lets add a basic drum comp.

Here is the drum comp for the song.

While the drum score might look similar to the other instruments it is not quite the same. As you can see the notes on the upper line looks a little different, they still show how long the note is, but now it also shows which kind of drum or cymbal it is. The number on the TAB lines do not show which note it is but which drums or cymbal it is from a list I got in the program.

To hear the entire tutorial song, listen to MIDI6.mid.

Hope you learned something new or that the tutorial atleast gave you some tips or hints on how to make MIDI music.

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