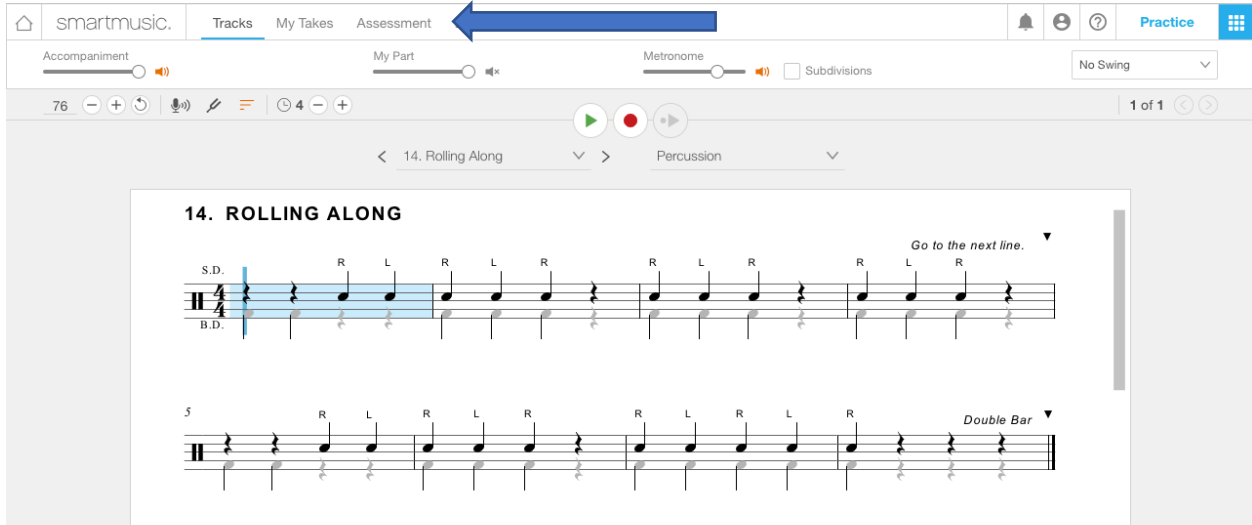


SmartMusic Percussion

In SmartMusic, you need to do this in order to score better than just red.

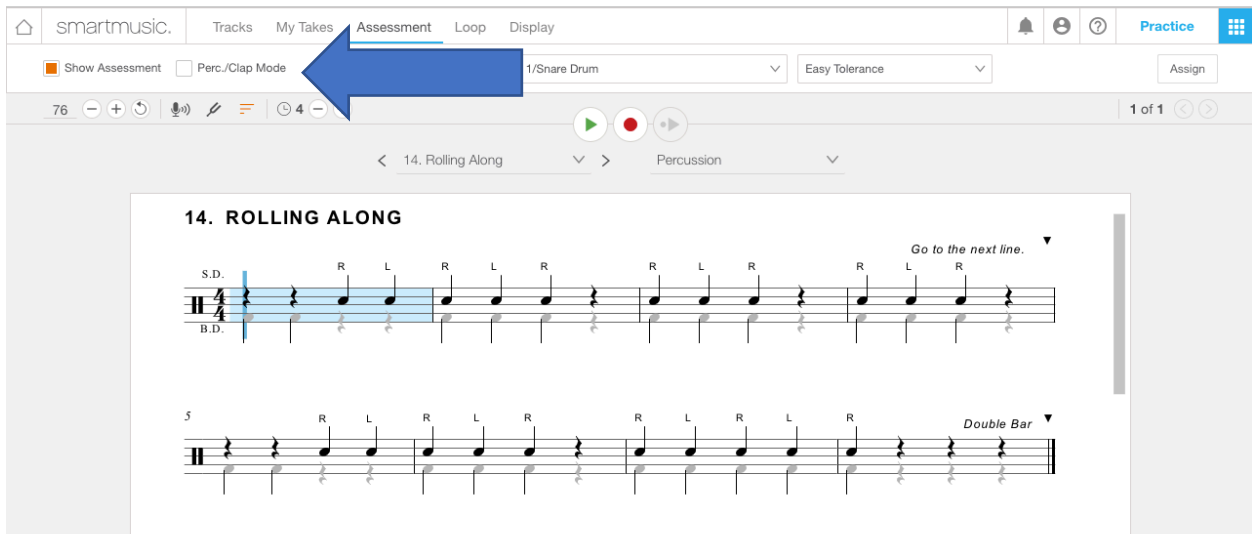
Step 1: Go into your assignment

Step 2: Go to the ASSESSMENT tab



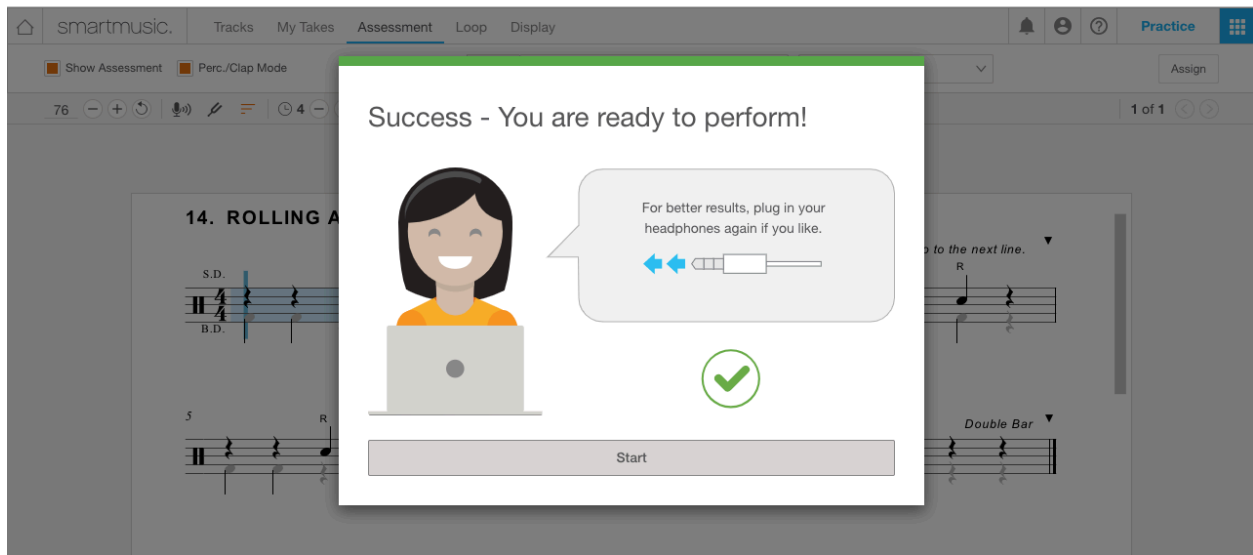
The screenshot shows the SmartMusic interface with the 'Assessment' tab selected in the top navigation bar. A blue arrow points to the 'Assessment' tab. The interface includes a top bar with 'smartmusic.' logo, 'Tracks', 'My Takes', and 'Assessment' tabs. Below the tabs are controls for 'Accompaniment', 'My Part', and 'Metronome'. The main area displays the title '14. ROLLING ALONG' and a musical score for Snare Drum (S.D.) and Bass Drum (B.D.). The score is in 4/4 time and consists of two lines of music. The first line ends with the instruction 'Go to the next line.' and the second line ends with 'Double Bar'. The interface also shows a 'Practice' button and a '1 of 1' indicator.

Step 3: Check off "PERC/CLAP Mode"

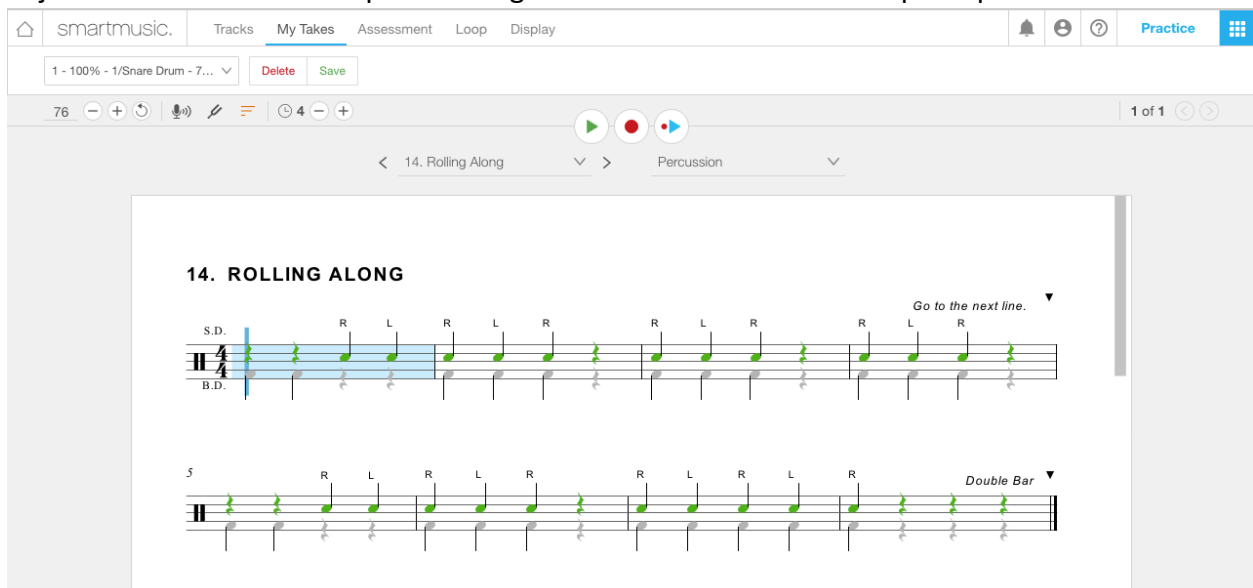


The screenshot shows the SmartMusic interface with the 'Assessment' tab selected. A blue arrow points to the 'Perc./Clap Mode' checkbox, which is checked. The interface includes a top bar with 'smartmusic.' logo, 'Tracks', 'My Takes', 'Assessment', 'Loop', and 'Display' tabs. Below the tabs are controls for 'Show Assessment', 'Perc./Clap Mode', '1/Snare Drum', and 'Easy Tolerance'. The main area displays the title '14. ROLLING ALONG' and a musical score for Snare Drum (S.D.) and Bass Drum (B.D.). The score is in 4/4 time and consists of two lines of music. The first line ends with the instruction 'Go to the next line.' and the second line ends with 'Double Bar'. The interface also shows a 'Practice' button and a '1 of 1' indicator.

Step 6: Please plug in headphones in order to get better results.



Step 7: You should get green. Submit your work and Mr. D will listen to it to make any adjustments. Please see step 8 for things that will not work and a helpful tip.



Step 8: Things that don't work...and a helpful tip.

SmartMusic has troubles recognizing some percussion rudiments. If you do any drum rolls, it will mark it wrong. I will still be marking these no matter what. A helpful tip from SmartMusic is that the program is listening for a rhythmic hit. If your snare drum is reverberating (making noise after you hit it) turn off the snare or tap it lightly. Another tip is move the microphone away from the drum.