

Composition Method 1 - "Destructive Rhythmic Creation Method" -

The "Destructive Rhythmic Creation Method" can be a very useful tool in composing new ideas or when you find yourself stuck in a particular place when writing a composition. This method lends itself well to using computer based composition tools since they are easy to use, quick to create and edit and provide instant feedback by allowing you the chance to preview the music you have just created and/or edited.

This method can be modified by changing the values to suit your specific needs. For example, instead of writing thirty-two 16th notes you could instead write sixteen 8th notes and begin step #1 of the process there. The "Destructive Rhythmic Creation Method" is meant to provide you with one of many possible tools to use in your composition process and to get you thinking about other ideas on your own.

The best way to learn this method is to begin using it right away. Don't become discouraged if you do not come up with a solution to your specific issue when using this method. Allow yourself time to work through it and exhaust all of the ideas you can think of regarding the process. If your solution isn't realized, you may have found that you now have one or more new ideas that can be used on other compositions. Make a note of these and save them for another time and move on to another composition method to help resolve your current issue.

Let's get started!

- 1) Write down thirty-two 16th notes. (In 4/4 time this will be 2 measures of steady 16th notes)
- 2) Randomly erase 7 (or 11 or 14 or any other number) 16th notes.
- 3) Play the resulting new rhythm on your instrument (or drum machine, computer, etc)
- 4) If you don't like the results, try erasing more or less notes or change the order of the notes.
- 5) Write an interesting melody for these rhythms.
- 6) Begin composing new melodies, or chord progressions, or riffs, etc. for these new rhythmic ideas and they will begin to come to life.

Please refer to the sheet music titled "Composition Method 1 – Destructive Rhythmic Creation Method" for examples of each scenario. I've also included an audio CD to show you what the examples sound like.

Track 1: Original Note Patter (Thirty-Two 16th Notes)

Track 2: Revised Note Pattern 1 (Seven 16th Notes Randomly Erased)

Track 3: Revised Note Pattern 2 (Eleven 16th Notes Randomly Erased)

Track 4: Revised Note Pattern 3 (Fourteen 16th Notes Randomly Erased)

Track 5: All patterns, including original pattern, played together, in order

These are just a few examples of how to use this method. You should be able to hear that some very cool ideas can be derived using this method.