


# Muse Drumline

 Muse Sounds Edition

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## ABOUT MUSE DRUMLINE

**Muse Drumline** is a realistic marching drumline library, created in partnership with the world-renowned **Blue Devils**. This library contains the staple instruments of the marching battery: snares, multi-tenors, tonal bass drums, and marching cymbals. Included in this Muse Sounds pack is a treasure trove of playing techniques, sound modifications, and implement choices.

Dynamic buzz roll and press stroke samples are easily added to the score using the buzz tremolo symbol. Accents and marcatos are boosted for more accent/tap differentiation.

You can switch between a single player or flip to the ensemble for each line, and easily switch between tools such as sticks, brushes, dreads, rubber beads, hard mallets, soft mallets, and hot rods. Additionally, the library includes different playing zones and snare drum samples with both wires on and off.

"Show Style Tenors" are also available, as well as an array of useful small percussions sounds such as stick hits, agogos, cowbells, agogos, ribbon crashers, harness hits, and more.

We hope you enjoy this fun and bombastic library and we look forward to hearing some incredible beats!

## INSTRUMENTS INCLUDED

### Marching Snares

Solo and Line (Selectable with Sound Flags)

Snares On/Off (Selectable with Sound Flags)

Sticks and Rubber Sticks (Selectable with Sound Flags)

"Alt-hits" for berger notation or split parts

Brushes

Dreads

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**Misc.** (accessible from Marching Snares drum panel)

Cowbells

Ribbon Crasher

Jam Blocks

Agogo bells

Marching manuals including sticks-in, duts and harness hits

## Marching Tenors

Solo and Line (Selectable with Sound Flags)

Sticks, Puffies, and Rubber Sticks (Selectable with Sound Flags)

Rods

Dreads

## Marching Bass Drums

Includes 5 individual Bass Drums plus Line

Hard and Soft mallets (Selectable with Sound Flags)

Brushes

Rods

## Show Style Tenors

Solo and Line (Selectable with Sound Flags)

## Marching Cymbals

Unison and Various sizes - Solo (Selectable with Sound Flags)

## ACCESSING SOUND FLAGS AND PLAYING TECHNIQUES

Many of the Muse Drumline instruments have variations such as mallets, solo and line. For all instruments, **Solo** is an individual player. **Line** is a grouping of players. Each instrument's articulations can be explored in either standard notation, the drum panel or by selecting Staff text sound flag presets and playing techniques.

## DRUM PANEL

When a drum stave is selected and note input is active, the available articulations will appear in the drum panel in the bottom left corner of MuseScore Studio. The articulations vary based on the instrument or stave selected.

Clicking any of the blue notes in the Drum Panel will playback a **reference sound**.

Any **new note** added will correspond to the selected articulation in the panel. **Before entering notes, you must select an articulation** from the Drum Pane. Otherwise, no note will be entered when you click in the score!

Double-clicking the Drum Panel note while a note is selected in the score will **change the articulation**.

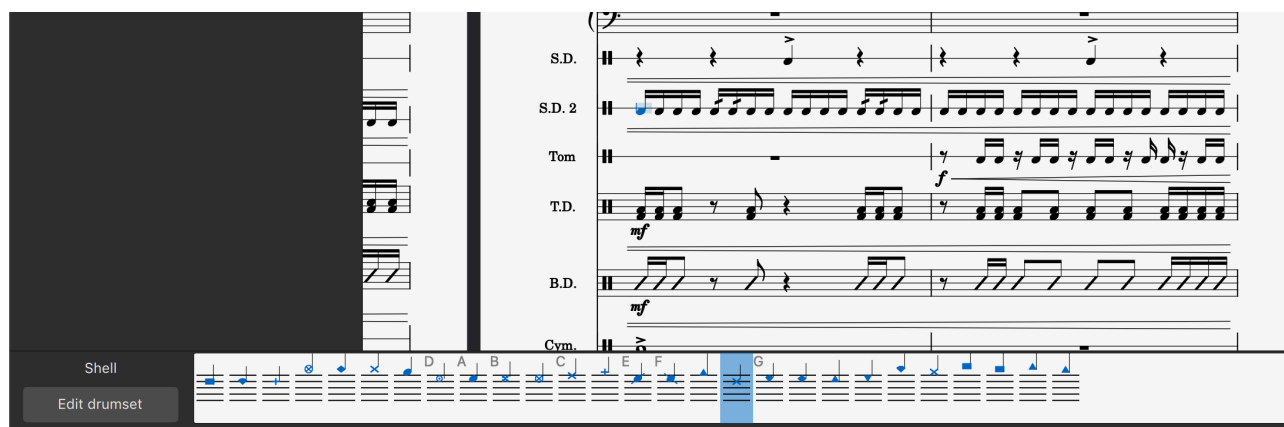


Fig. 1 Drum Panel

The Drum Panel also has letters above some notes. These letters are the keys on the **qwerty keyboard** that can be used for **quick note entry** of that articulation. These are all editable by clicking the the “Edit drum set” button at the bottom left of the screen.

## STAFF TEXT

The **sound flags** and **playing techniques** in MuseScore Studio are accessible through the **Staff Text** feature. To apply a sound option or playing technique, first select the starting note for the technique, then assign Staff Text to the note from the Palettes menu or with the key command **Command + T** on Mac or **Control + T** on PC. Next, click on the Staff text speaker icon above the staff to open the Playing Techniques popup menu. From the popup menu, you can select the desired playing technique. If there are more than eight techniques available, you may need to scroll to see all options.

Some playing techniques exceed the readable length in the Staff text window, but are usually ordered 'Snare On' first followed by 'Snare Off'. When selected, the full name appears in your score and is editable by double-clicking the text.

Staff text can be removed by single clicking the Staff text to select it and then pressing delete.

## ARTICULATIONS AND PLAYBACK DETAILS

The drumline is sampled with multiple dynamics, from pp to ff. There are also multiple repetition samples, enhancing realism during repeated notes.

## ROLLS

You can notate closed rolls with either the 3-line tremolo, or the buzzroll tremolo on half notes or larger durations.

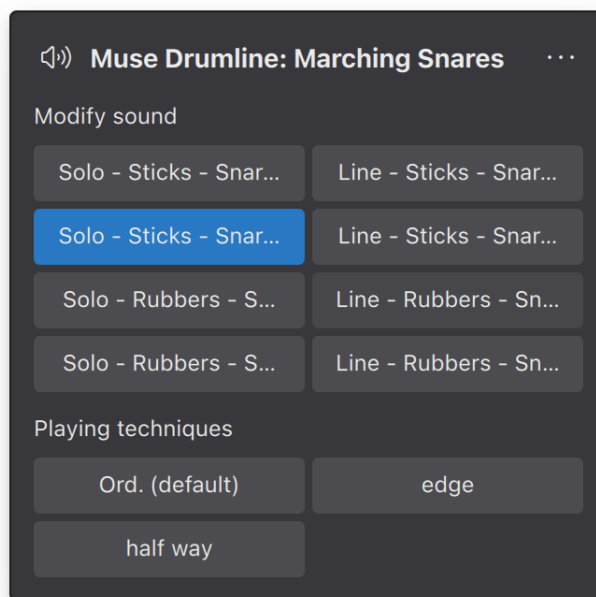


Fig. 2 Staff Text: Sound Flags and Playing Techniques popup menu

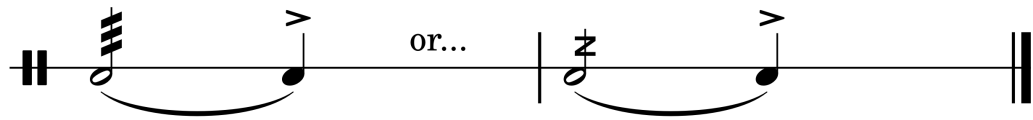


Fig. 3 Notating Closed Rolls

For Press strokes, use buzzroll tremolo on quarter-notes or smaller durations. Add a staccato for a short press.

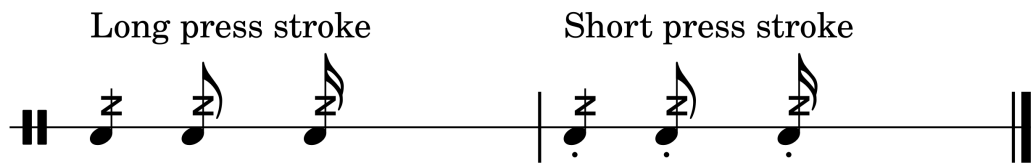


Fig. 4 Notating Press Strokes

The cymbals use buzz tremolo for sizzles, three note tremolos for circular rolls.

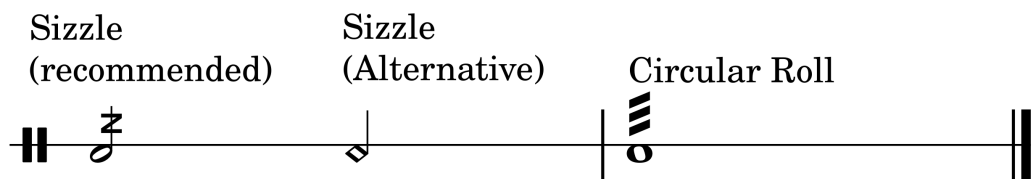


Fig. 5 Notating Sizzles

## CRASH CHOKES

Crash Chokes are available by adding staccatos on cymbals.

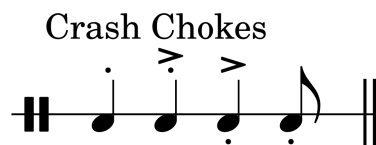


Fig. 6 Notating Crash Chokes

## STICKING

Sticking allows you to indicate in your score what hand to use (with a mallet, stick or otherwise) to strike an instrument.

You can notate sticking easily by:

1. Selecting the starting note for sticking
2. Choosing **Add**→**Text**→**Sticking** from top menu
3. Entering the sticking values on the qwerty keyboard (i.e. L, R)

To move **forwards**, press Spacebar.

To move **backward**, press Shift+Spacebar.

To **exit**, press Esc, or click on a blank section of the score.

Sticking can be capital letters “L” and “R”, lowercase “l” and “r” or any other letters or words that you want.

Using L and R, capital or lowercase, will also link the sticking to the **Muse Drumline** samples,

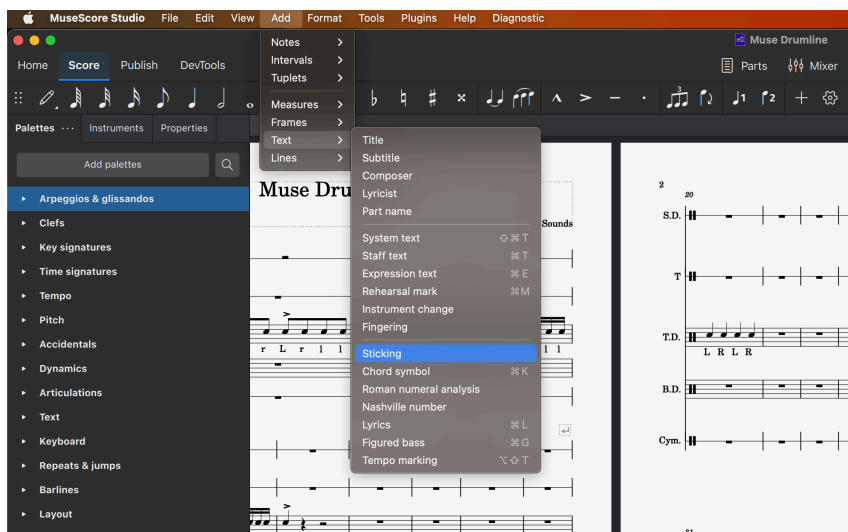


Fig. 7 Sticking Input Menu Selection

where setup, triggering left and right samples. If no sticking is indicated, Muse Drumline will play alternate sticking.

A **Shortcut** can be assigned to Sticking from the Preferences menu. This custom assigned key command Shortcut will give you instant access to the sticking menu item, saving you time and increasing your sticking input speed. Also, remember to use Spacebar to move through the notes instead of clicking every single note.

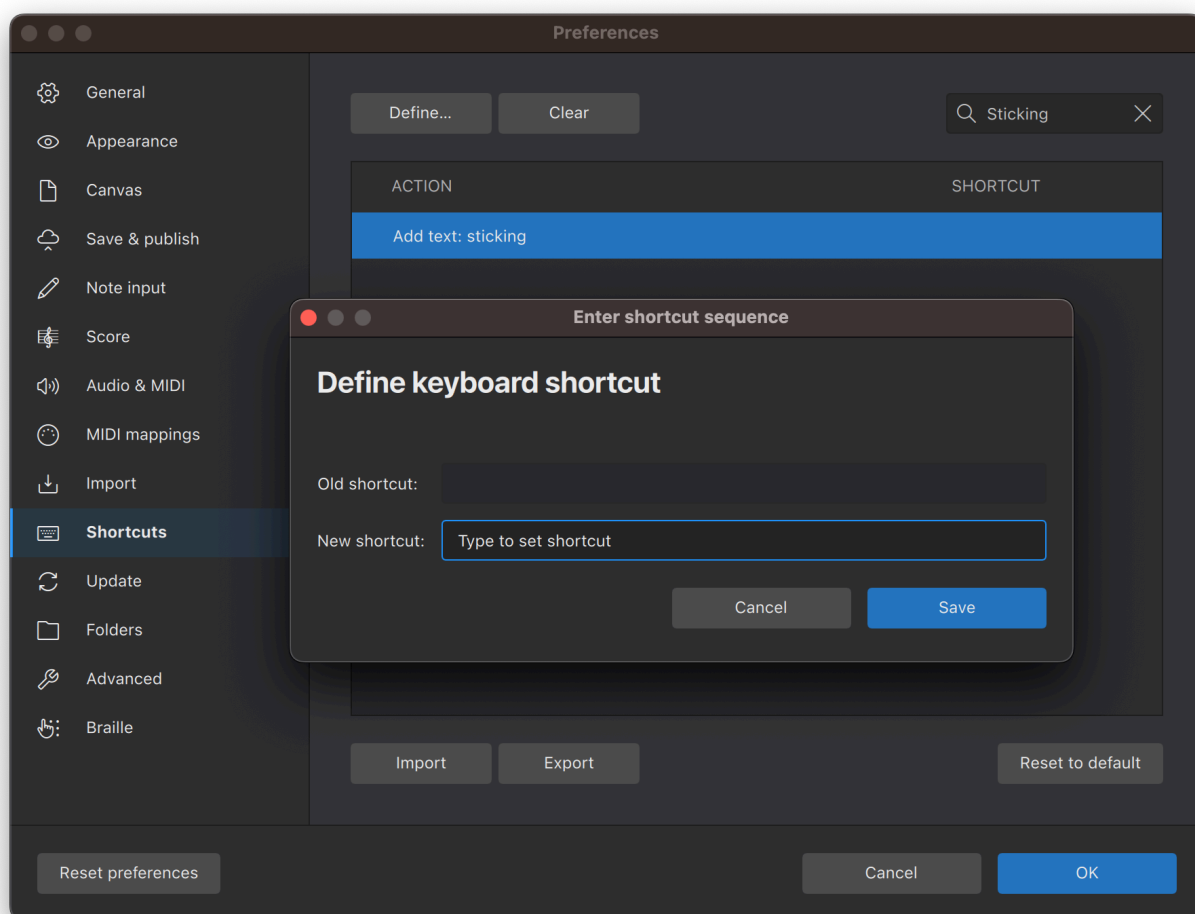


Fig. 8 Assigning a Shortcut to Sticking



## OPENING AN MDL SCORE FROM MUESCORE 3 IN MUESCORE STUDIO 4.4 OR LATER

If you would like to open a score written in MS3 with MDL, you can opt to remap the file to work with the new Muse Drumline library with the following steps:

1. Open score and make sure "Our new mapping for MS Basic and Muse Drumline" is checked.

2. Assign the new Muse Drumline instruments in the mixer.

3. Select all notes (Cmd+A on Mac, Ctrl+A on PC) and press up arrow then down arrow. This will shift the notes up then back and is a necessary step to reset the mapping.

The default notation settings are recommended, but you can always make adjustments using "Staff/Part Properties" and "Edit Drumset" if, for example, you prefer a 5-line staff over a single line staff.

Be aware that Muse Drumline only uses 5 bass-drums and doesn't support single staff split cymbal notation. Scores written using 10-bass drums and split cymbal notations might lose some details in this process.

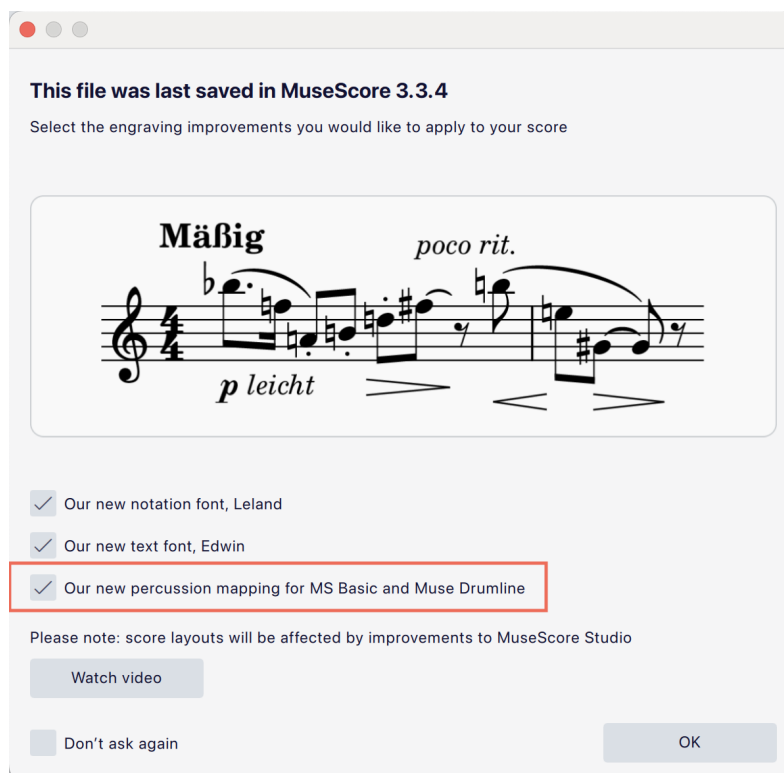


Fig. 9 Selecting new percussion mapping for MS3 scores opened in MuseScore Studio 4

**i** Tip: There are many options to enhance the sound of your Muse Drumline score!

When scores have plenty of notes, it may be necessary to make adjustments for a dryer and crisper sound:

- Try reducing the amount of reverb in the mixer
- Try adding EQ: more “highs” or removing some “low-end” can bring clarity
- Try using Solo instead of Line instrument presets

## ABOUT MUSE SOUNDS

Muse Sounds is a new label of high quality playback instruments for MuseScore Studio and StaffPad.

Painstakingly recorded and edited specifically for the custom and revolutionary playback engine that powers these applications, they are capable of rendering incredibly lifelike results which breathe realism and emotion into your compositions.

The first releases from Muse Sounds cover the symphony orchestra, choral voices and essential guitars. These beautifully crafted instrument packs are available exclusively in Muse Hub, many of which are free.

Thank you for supporting Muse Sounds!