

## DRUMZONE OBJECTIVES



Guitar Hall brings to you Drumzone, which is an optimum training lab for drumming, providing the optimum learning environment for all of our students. We are dedicated to the art of teaching. We have a commitment to excellence and achievement. And that means that great teachers, great facilities and of course great gear. We are delighted that India's best teachers play a crucial role in imparting music education at our academy. The fully accredited modules are designed to equip aspiring drummers with the professional skills and awareness required by today's standards. The modules consist of a 4 level qualification, which is approved for entry on to many degree programs abroad. Drawing on 11 years of professional experience, the curriculum offers structured, "hands-on" education. It is packed with concepts, techniques, theory and performances, covering virtually every aspect of modern drumming as well as the focus on performance. This course teaches you to communicate musically and be creatively self-sufficient.

## STRUCTURED LEARNING PROGRAM

### Module 1 (3 Months / 24 Sessions)

Module 1 consists of fundamentals of music as applied to drums. It comprises of the Drums Primer, Grade 1, Chord formation and patterns, scales and theory and several exercises. The Guitar Primer and Grade 1 teaches you the core basics of guitar playing which involves western classical notations, timing, chord progression and ear training. The Module 1 also involves introduction to lead guitar techniques and playing songs of various genres.

### Module 2 (4 Months / 32 Sessions)

Introduction of Grade 2, Grade 3 and practical applications of guitar techniques and various rhythm patterns. It emphasizes on various scales (minors, majors, diminished pentatonic, etc) arpeggios, modes, keys, advanced right hand techniques, advanced left hand techniques.

### Module 3 (6 Months / 48 Sessions)

It involves Grade 4, Grade 5 and advance theories. It consists of lots of interactive training like jamming with the faculty and exploring their own personal capabilities, improvisation techniques and Solo Lead Guitar Techniques.

### Module 4 (6 Months / 48 Sessions)

It consists of Grade 6, Grade 7 and Grade 8. It involves hardcore training about composing music, songwriting and ear training and also several studio visits will also get an opportunity to record your first song.

## COURSE OVERVIEW

### Drumming Techniques

It focuses specifically upon the mechanical, physical, ergonomic principles of your playing technique. This is done by progressively developing aspects of your playing such as co-ordination, control, speed and endurance.

### Drumming Concepts

**Accompaniments: Versatility equals Gig ability!** As a professional drummer you will need to be able to play a variety of styles effectively, whether part of a rhythm section or as a solo accompaniment. You will study rhythm, time and feel as well as both cutting edge and classic styles. The styles covered include pop, rock, R&B, fusion, Latin and jazz, as well as some of the less mainstream styles, techniques and vocabulary.

**Vocabulary and Improvisation:** The conceptual teaching at the core of this class will give you the tools to be totally creative in your own right. You will learn to develop vocabulary, create phrases, and improvise. Studying the improvisational approach and solos of the greats will build a fundamental understanding of each style. It will simultaneously develop your dexterity and co-ordination in any musical situation.

### General Musicianship

**Aural:** For your playing to fit musically, you need to train your ears to hear with great detail and accuracy. You will study the recognition of intervals, chords, arpeggios and harmonic progressions.

**Transcribing, Arranging & Composing.** Starting by transcribing keyboard, bass and drum parts, you will look at specific arrangements to identify the mechanisms that will enable you to write your own compositions.

### Sight Reading

This class covers all the rudiments of sight-reading by breaking music down into pitch (note recognition, intervals, key signatures) and rhythm (note values, rests, time signatures).