

Timbre:

Electronic Instruments, Sampled Drum Patterns, Synthesiser Keyboard, Vocals

Structure:

Strophic – Verse/Chorus style structure similar to most Pop songs.

Repetition – Used frequently in Dance styles of music including Drum and Bass. Repeating drum patterns, accompaniment and melody lines heard throughout D+B pieces.

Rhythm:

Emphasis on beats 2 and 4 (snare Drum) make the listener want to dance.

Shuffle style alternations creating a 'busy' snare drum pattern.

Production:

Techniques applied when 'producing' (creating) the piece. Panning, Reverb, Delay, Samples, Distortion can all be used in D+B tracks.

Key Features:

Fast Tempo – Usually between 160-180 bpm

Synthesiser Keyboards

Electronic instruments

Sampled drum patterns – Taking the drum pattern from another song and using it in a D+B track. Funk piece from the 1970's are often 'sampled'.

Breakbeats – A section of music featuring drums as a solo instrument. This section would usually 'bridge' between 2 sections of music e.g. Chorus + Verse.

Sampled melodies and instrumental parts

Syncopated/busy snare drum patterns

Strong emphasis on beat 1 (bass drum + Bass synth/Guitar) to introduce musical parts

Strong back beat on 2, and often beat 4

Linked to the Rave culture of the mid 90's

Tempo:

Usually between 160-180 bpm. Samples that are used for the drum pattern are often sped up to this tempo from their original speed.

Harmony:

The combinations of notes used at a given time in the piece. Often vocal lines can be 'harmonised'.

Tonality:

The key signature a piece of music is in. A piece of music will often be either Major or minor. The notes/scale you are using to create melody and accompaniment within a piece.

Texture:

The layers of sound that can be heard. D+B music uses layering to create impact, removing and adding musical parts to create variety.

Dynamics:

The volume of D+B tracks is usually loud as the music generally heard in a night club.