Make your first **two-bar beat.**

70 BPM • 4 beats per bar • 16 boxes per bar

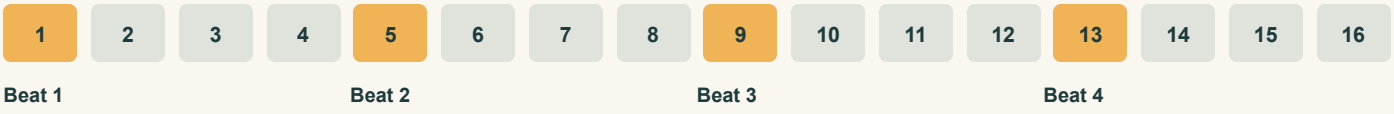
Build a steady groove with kick, snare, hi-hat, and two E.Piano chords from Bank H. Then export a WAV and attach it to your course project.

Your beat map

Repeat this same placement in **Bar 1** and **Bar 2**.

SOUND / KEY	BEATS	BOXES	BOTH BARS
Kick (CLOSE KICK or DOWN LOW KICK) / Z or X	1, 3	1, 9	1 + 2
Snare (CLOSE SNARE) / C	2, 4	5, 13	1 + 2
Hi-hat (BRIGHT HAT) / D	1, 2, 3, 4	1, 5, 9, 13	1 + 2
E.PIANO CM7 / 3	1, 2, 4	1, 5, 13	1 + 2
E.PIANO DBMAJ7 / 4	3	9	1 + 2

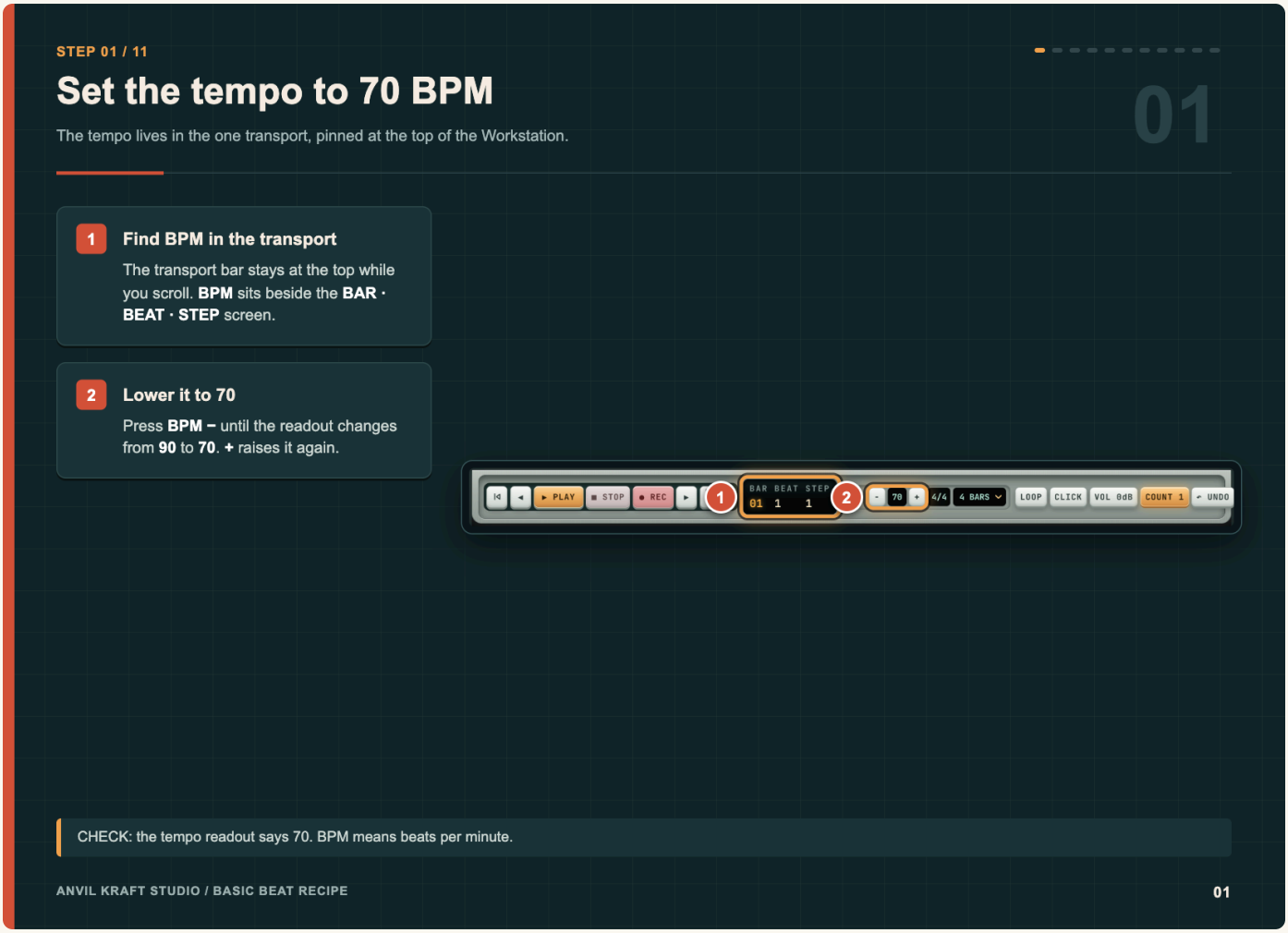
Read the grid



Key ≠ beat ≠ box. A keyboard key selects a sound. A beat is the count you say aloud. A box is a position in the sequencer.

01 Set the tempo to 70 BPM

Find **BPM** in the transport pinned at the top of the Workstation, beside the **BAR · BEAT · STEP** screen. Press **BPM −** until it changes from **90** to **70**.

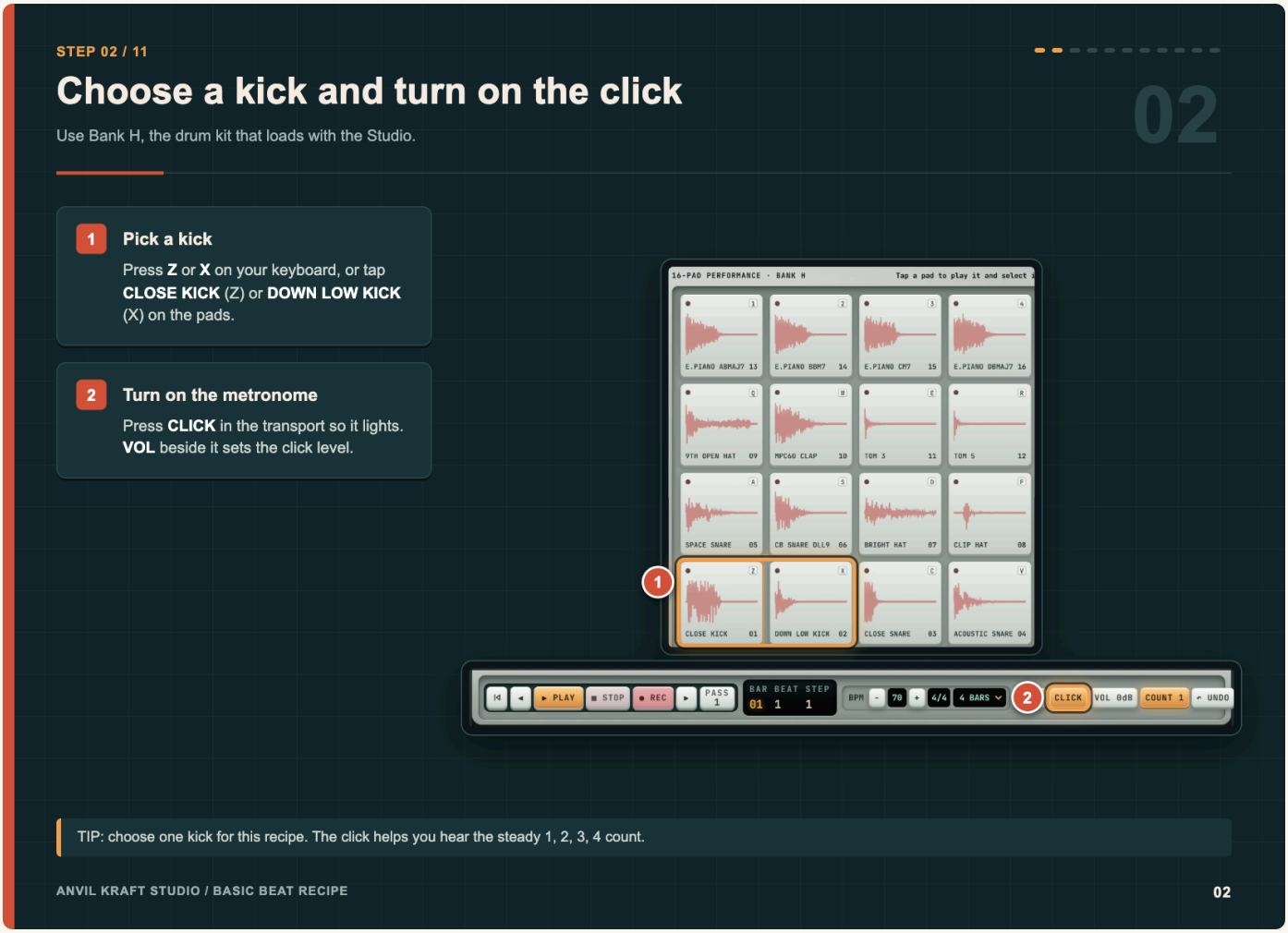


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CHECK: The tempo readout says 70. BPM means beats per minute.

02 Choose a kick and turn on the click

Use **Bank H**, as shown. Press **Z** or **X**, or tap **CLOSE KICK** or **DOWN LOW KICK**. In the transport, press **CLICK** so it lights; **VOL** beside it sets the click level.

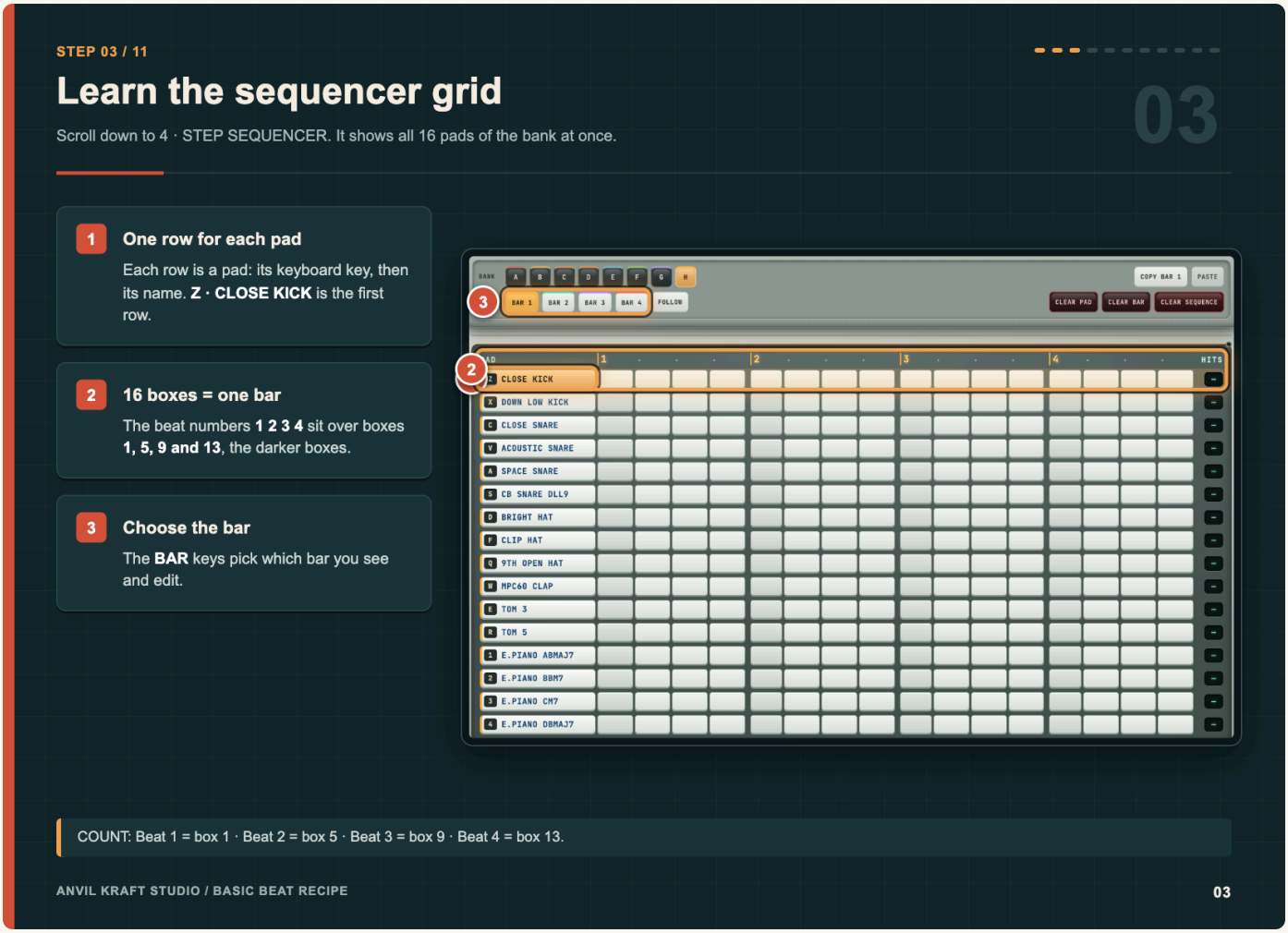


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TIP: Choose one kick sound for this recipe. The click helps you hear the steady 1, 2, 3, 4 count.

03 Learn the sequencer grid

Scroll down to **4 · STEP SEQUENCER**. It shows all 16 pads of the bank, one row per pad. Its 16 boxes divide one bar into smaller steps; the four main beats fall on boxes **1, 5, 9, and 13**. The **BAR** keys choose the bar you edit.

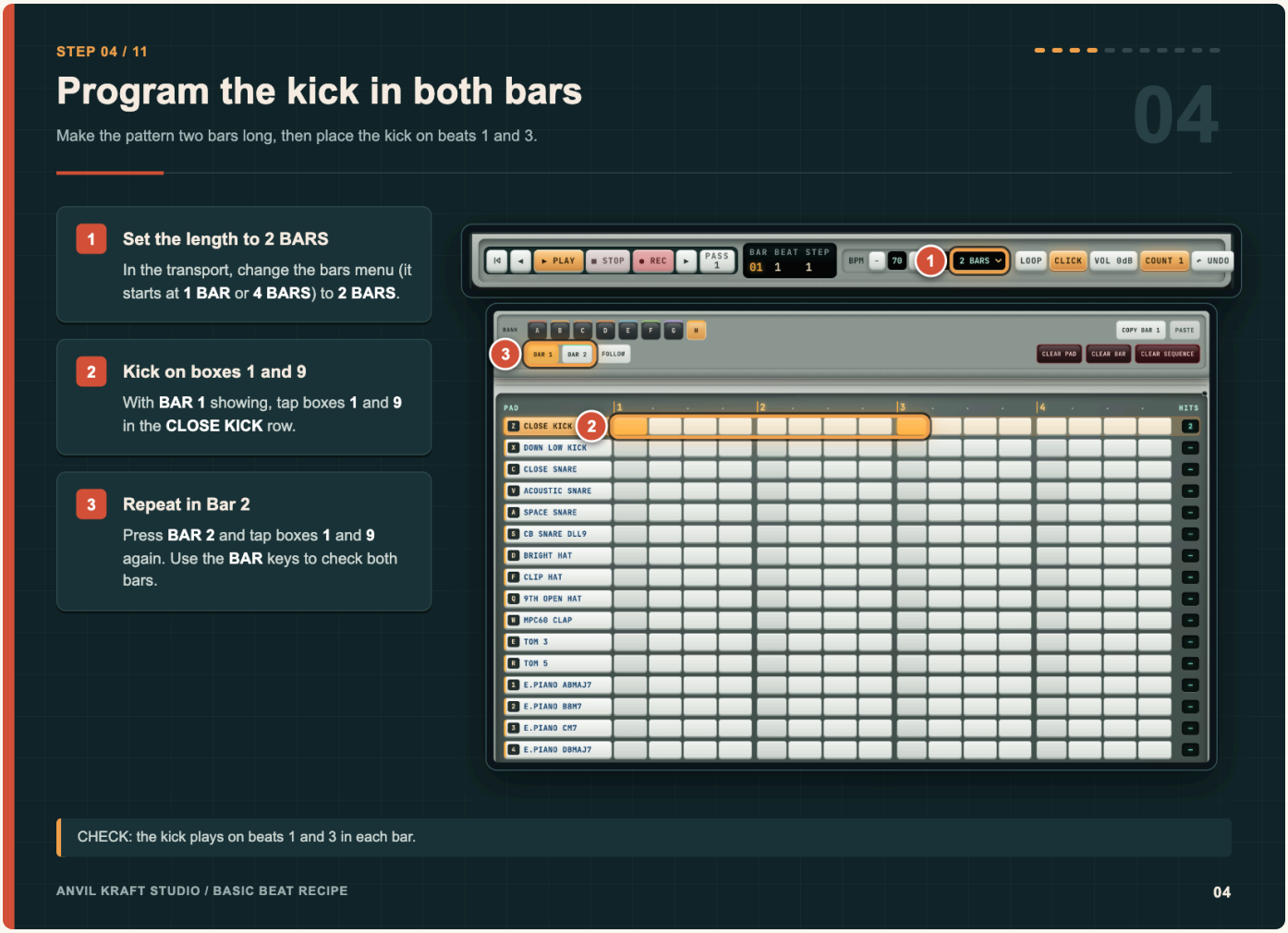


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COUNT: Beat 1 = box 1 • Beat 2 = box 5 • Beat 3 = box 9 • Beat 4 = box 13.

04 Program the kick in both bars

In the transport, set the bars menu to **2 BARS**. With **BAR 1** showing, tap boxes **1 and 9** in the **CLOSE KICK** row. Press **BAR 2** and repeat.

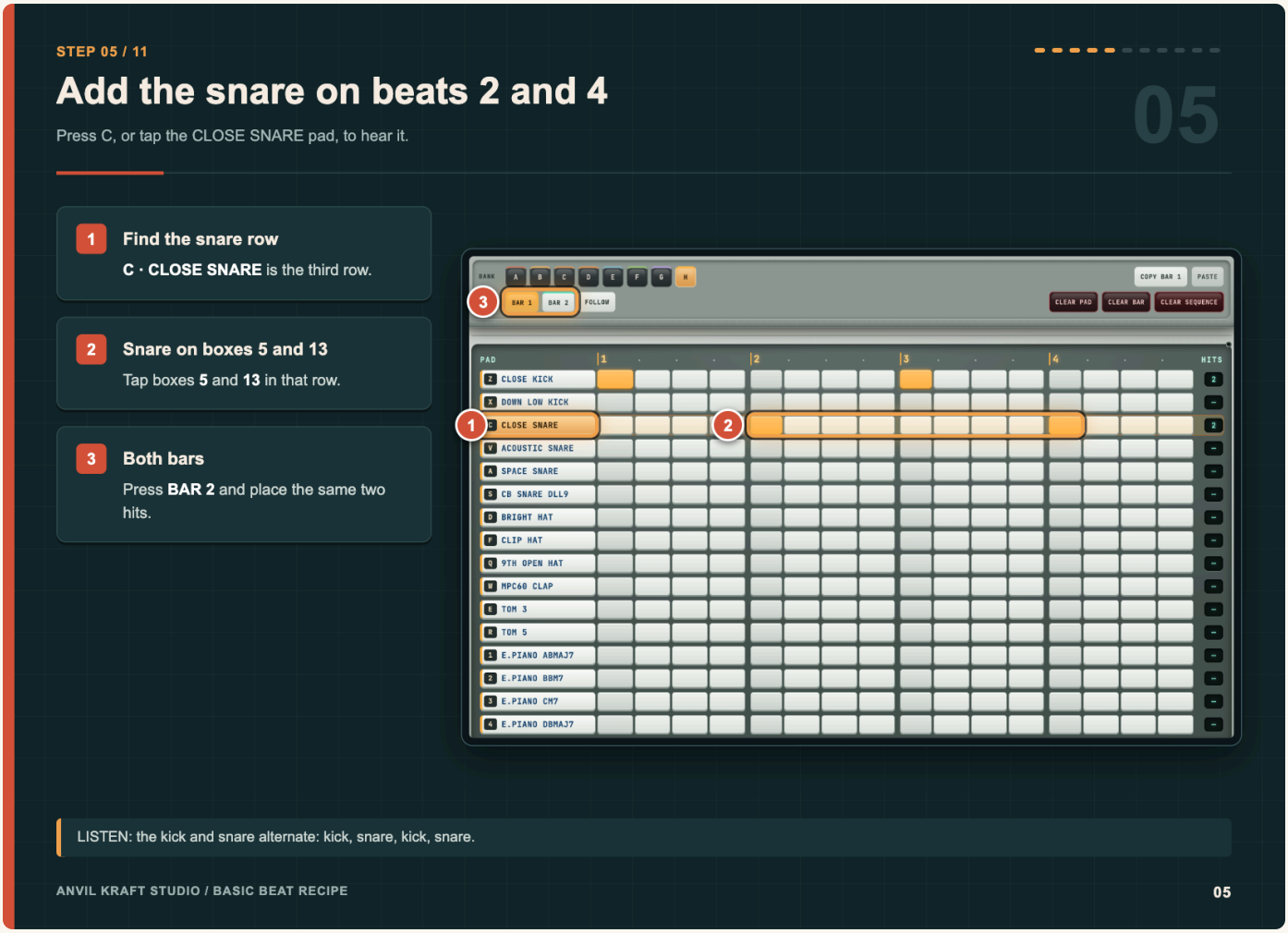


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CHECK: The kick plays on beats 1 and 3 in each bar. Use the BAR keys to inspect both bars.

05 Add the snare on beats 2 and 4

Press **C** or tap **CLOSE SNARE** to hear it. In its sequencer row, tap boxes **5 and 13** in **each of the two bars**.

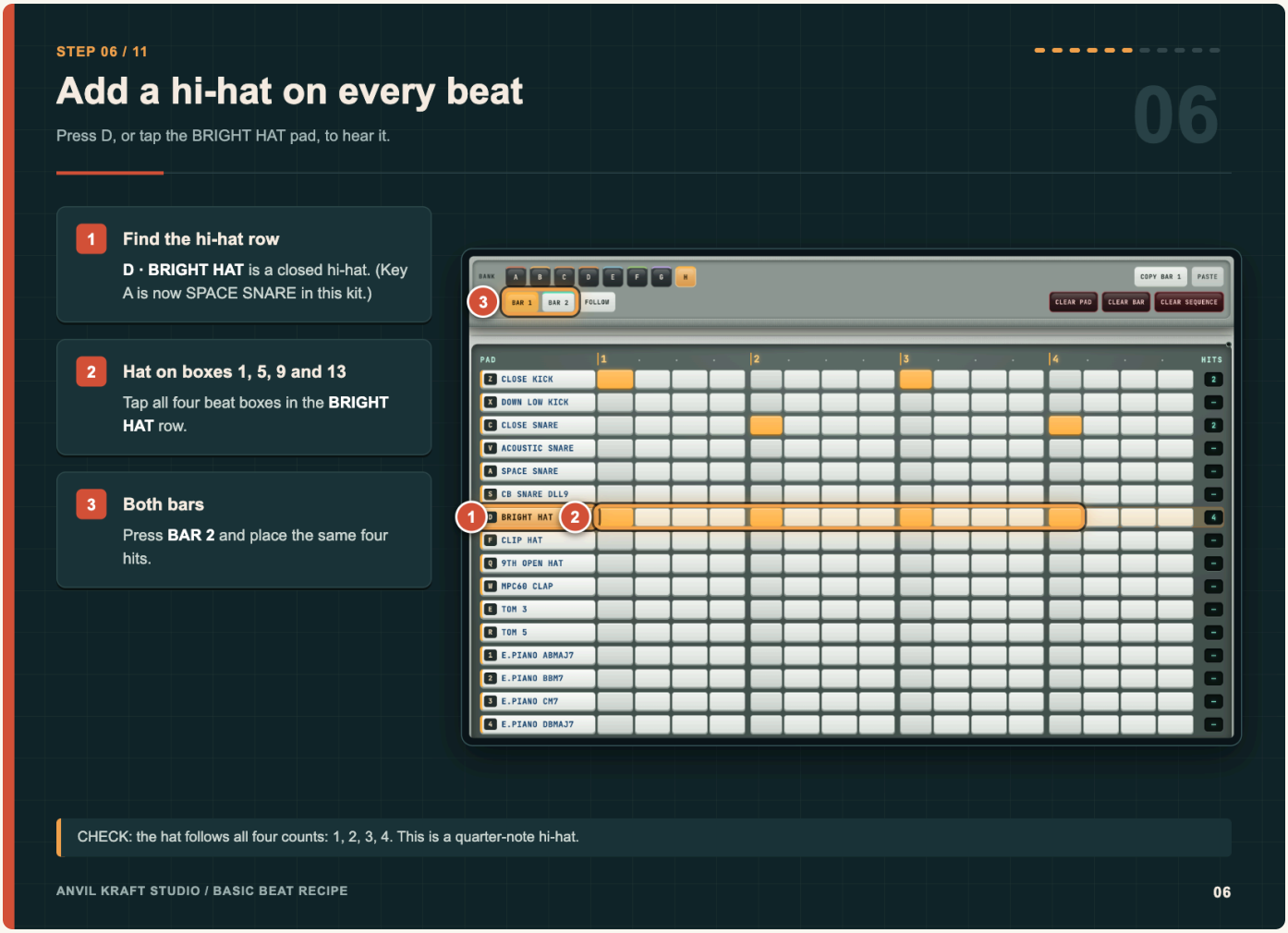


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LISTEN: The kick and snare alternate: kick, snare, kick, snare.

06 Add a hi-hat on every beat

Press **D** or tap **BRIGHT HAT**. In its row, tap boxes **1, 5, 9, and 13** in **Bar 1 and Bar 2**. (Key A is now SPACE SNARE in this kit.)

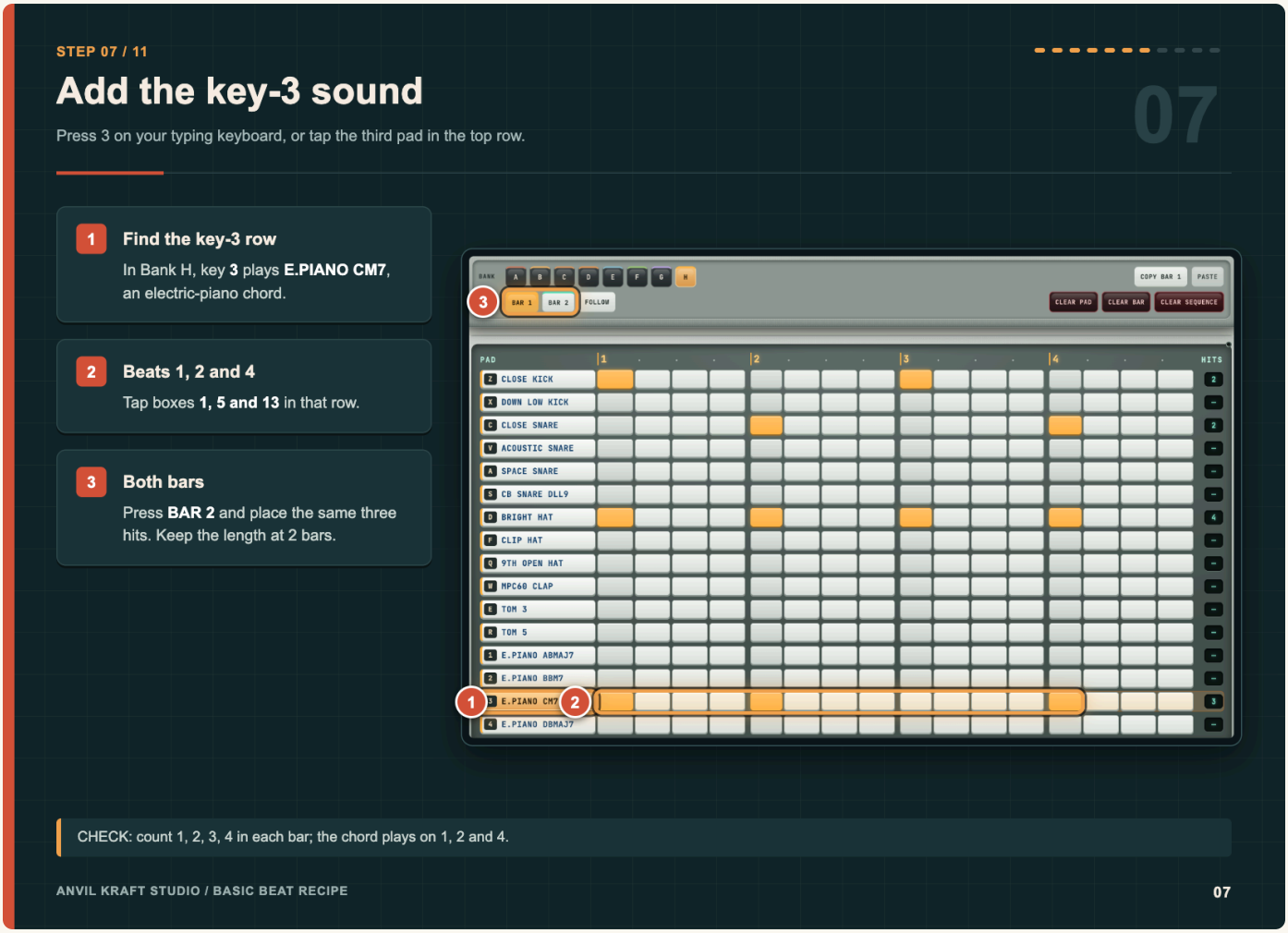


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CHECK: The hat follows all four counts: 1, 2, 3, 4. This is a quarter-note hi-hat pattern.

07 Add the key-3 sound

Key **3** plays **E.PIANO CM7**, an electric-piano chord. In its row, program beats **1, 2, and 4**: boxes **1, 5, and 13**. Repeat in both bars.

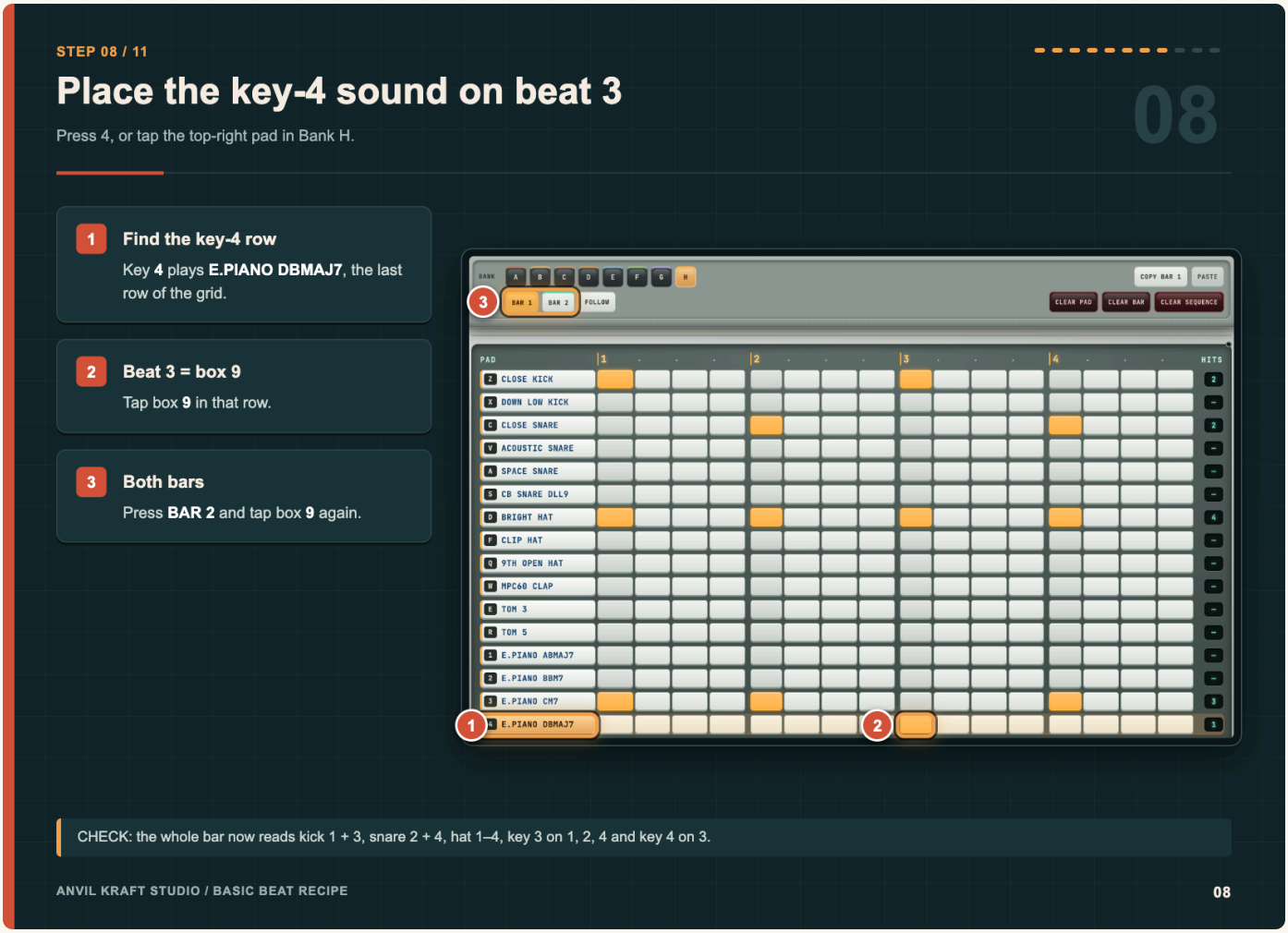


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CHECK: Count 1, 2, 3, 4 in each bar. Keep the pattern length at 2 bars.

08 Place the key-4 sound on beat 3

Key **4** plays **E.PIANO DBMAJ7**, the top-right pad and the last sequencer row. Tap box **9** (beat **3**) in **both bars**.

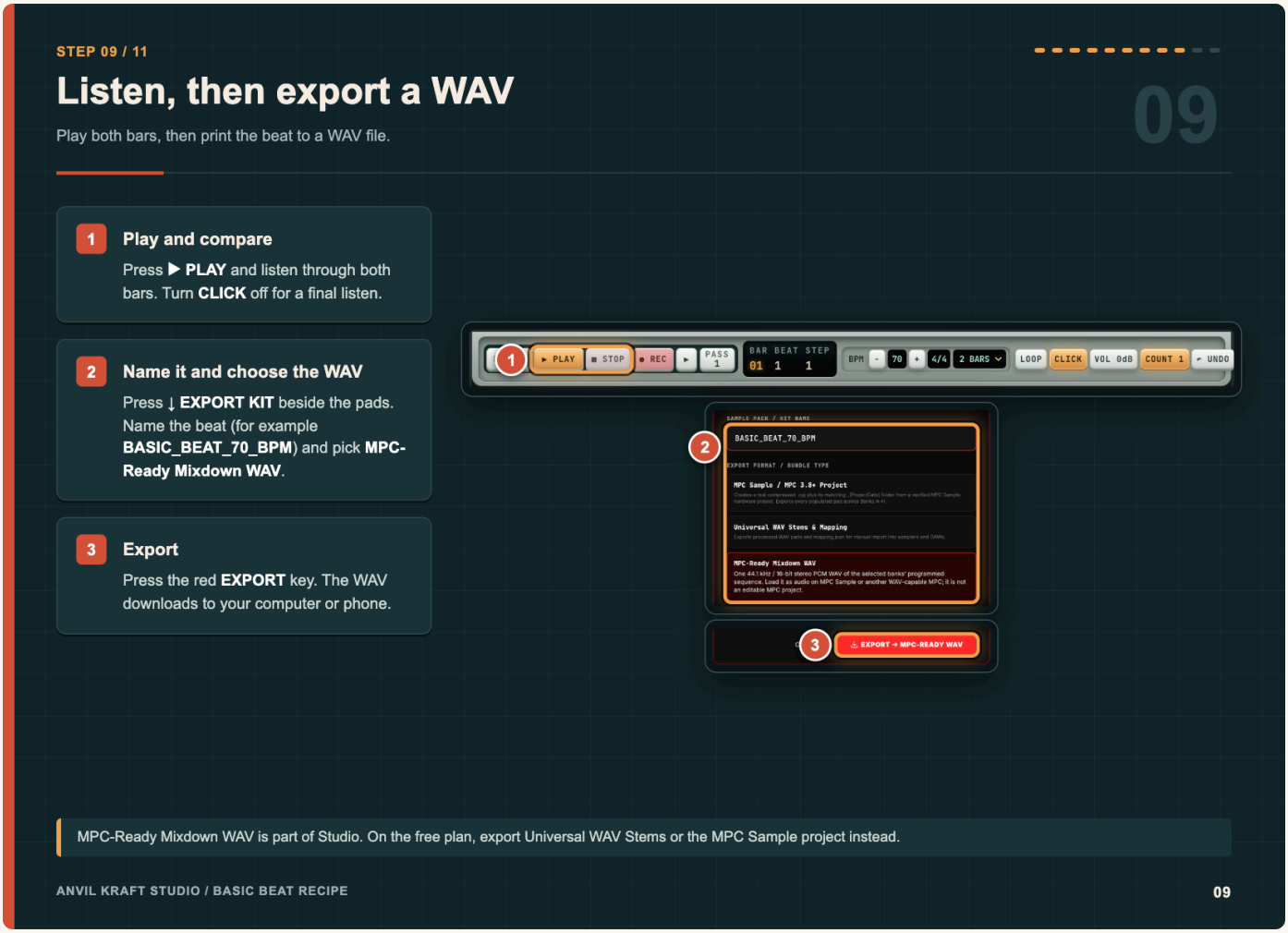


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CHECK: The whole bar reads kick 1 + 3, snare 2 + 4, hat 1–4, key 3 on 1, 2, 4 and key 4 on 3.

09 Listen, then export a WAV

Press ▶ **PLAY** in the transport and listen through both bars. Compare your pattern with the beat map above and turn **CLICK** off for a final listen. Then press ↓ **EXPORT KIT** beside the pads, name the beat (for example **BASIC_BEAT_70_BPM**), choose **MPC-Ready Mixdown WAV** and press **EXPORT**.

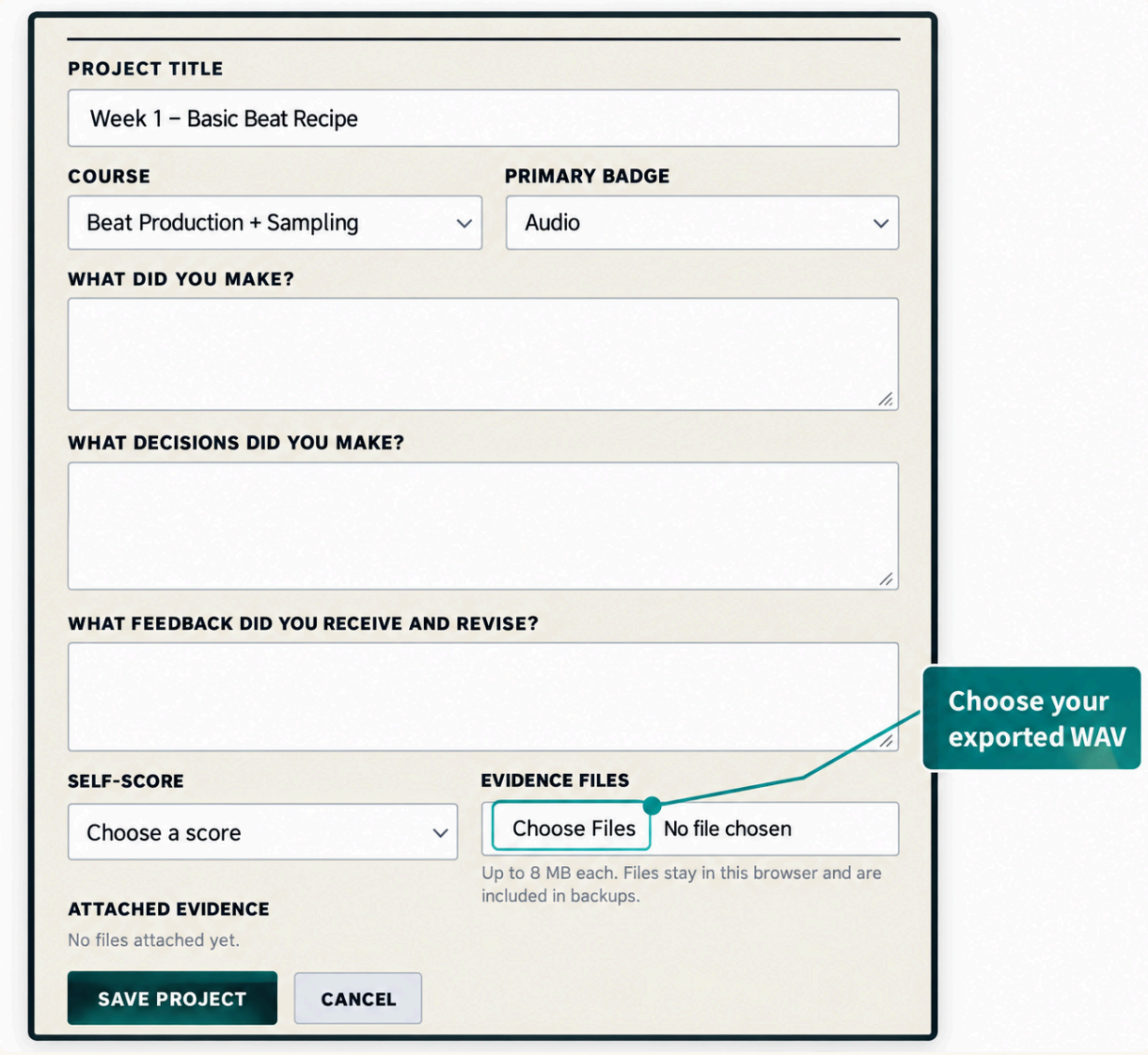


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CHECK: Find the downloaded WAV, for example BASIC_BEAT_70_BPM_MPC_Ready_Mixdown.wav. The mixdown WAV is part of Studio; on the free plan, export Universal WAV Stems instead.

10 Attach the WAV to your project

Open your Week 1 project in the course app. Under **EVIDENCE FILES**, click **Choose Files** and select your exported WAV. Complete the reflection fields in your own words and choose your self-score.

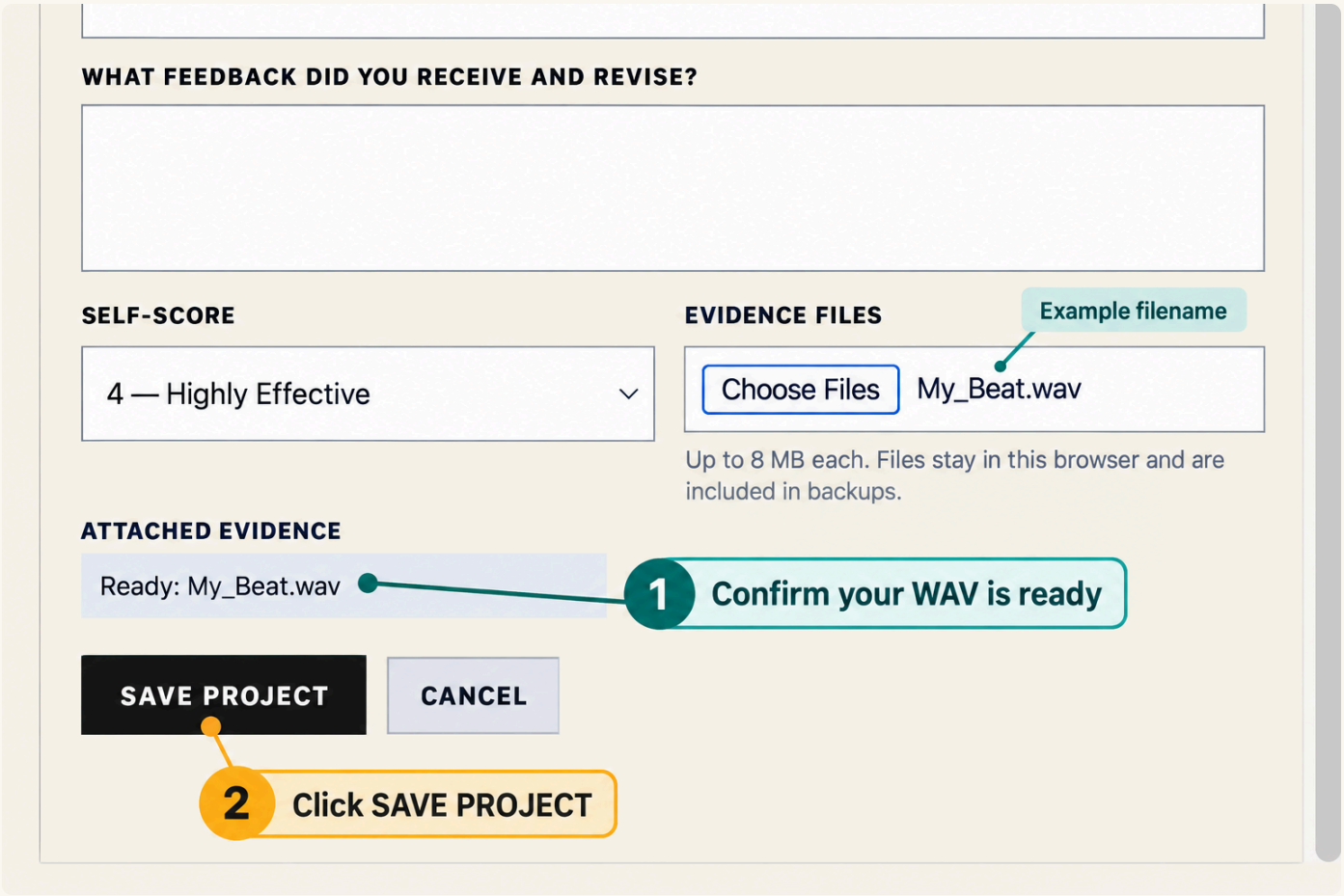


VISUAL GUIDE / Course project form

CHECK: The form shown accepts files up to 8 MB each. Attach the WAV mixdown you just exported.

11 Save the project and check the result

Confirm your WAV appears under **ATTACHED EVIDENCE** as ready. Click **SAVE PROJECT**. Reopen the saved project to check that the evidence file is attached.



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DONE: You have a two-bar beat at 70 BPM, an exported WAV, and a saved course project with your audio evidence.