

House Music Cheat Sheet



SUBGENRES

- Deep House
- Chicago House
- Acid House
- Future House
- Tech House
- Tropical House
- Melodic Deep House
- Progressive House
- Big Room House
- Electro House
- Disco House
- Bass House



STANDARDS

- ~120-130BPM
- **Usually 125-128 BPM**
- 4-on-the-floor kick, clap on 2 and 4, syncopated basslines

Process



DRUMS

1. Use a good kick and clap sample
2. Have an offbeat hat to add groove
3. Program drum samples with a drum machine workflow in mind

Common Drum Machines: 909, 808, 707, LinnDrum



BASS

1. Choose an appropriate sound for your subgenre (subtle vs aggressive)
2. Use syncopation to add groove where appropriate
3. Sidechain to your kick for a clean mix



INSTRUMENTS

1. Have a melody/hook (e.g. vocal, lead synth and/or chords)
2. Write in a minor key for a moodier feel, major key for uplifting
3. Vary the instruments for the genre - *melodic for deep house, percussive for tech house, supersaws for electro/big room etc.*



FX

1. Use risers, downlifters and impacts to build tension and release
2. Use various FX to add texture and interest, particularly in breakdowns
3. Play around with interesting sounds - spoken word samples, random interviews and recordings from space etc.



ARRANGEMENT

Structure Example - DJ Intro (16-32 Bars) - Breakdown (16-32 Bars) - Drop (16-32 Bars) - Drop Variation (Optional) (16-32 Bars) - Breakdown (16-32 Bars) - Drop (16-32 Bars) - Outro (16-32 Bars)

*DJ Intro and Outro optional - leave out for stream-friendly versions



MIXING & MASTERING

1. Use the faders to get an even, balanced mix
 - a. Drums and Bass loudest
 - b. Instruments
 - c. FX
2. EQ to carve out space, and high-pass all things with bass rumble
3. Use buss/multiband compression to glue everything together
4. Use a limiter to get maximum loudness and push things hard