

Song & practice setup

Hitman practice demo

Song length 24.000 s | Original speed

A 16.000 s → B 24.000 s | 8.000 s

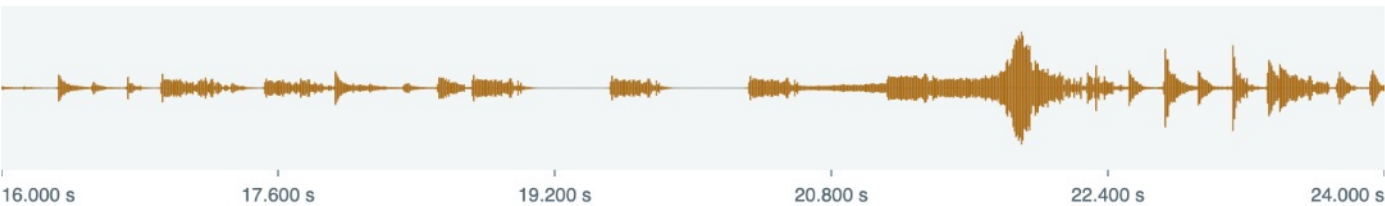
TRACK	LEVEL	MIX STATUS
DRUMS	100%	Muted
BASS	80%	In mix
OTHER	100%	In mix
VOCALS	65%	In mix

PRACTICE MAP

Full custom mix · stereo peak envelope



Drums-only reference · selected A/B excerpt



Times refer to your source song. Both excerpt WAVs start at A and end at B.
Amplitude is not a beat grid or drum score. Original speed; no tempo or note detection.

LISTEN → COMPARE → PLAY

- 1. Listen to drums-reference.wav for the selected phrase.
- 2. Play excerpt.wav and practise your own drum part.
- 3. Return to mix.wav to place the phrase in context.
- 4. Record what improved and what needs another pass.

Your notes & practice log

FREE DEMO — listen before buying your own practice pack.

24-second excerpt from Hitman by Kevin MacLeod. Drums muted; bass at 80%, other instruments at 100%, vocals at 65%. Original speed.

- 1. Play the full mix and add your own drum part.
- 2. Loop the 16–24 second excerpt in your audio player to practise timing.
- 3. Compare the excerpt with the same section of the full mix.

These are example notes, not an automatically generated lesson, transcription or tempo analysis. Separation can leave audible artifacts; your song may sound different.

PRACTICE LOG

Date	Focus / observation	Next attempt

The drum reference is a separated audio excerpt, not a transcription. It ignores mix mute/solo controls so you can compare it with your mix. Separation artifacts may remain.