

HOW TO MAKE BETTER BEATS!

5 Minute **CRASH COURSE!**
www.DUBturbo2.com

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DUBturbo
DIGITAL MUSIC PRODUCTION

DUBturbo 2.0

www.DUBturbo2.com

Thank You for downloading this Jam Packed 5 Minute crash course on Music Production and Beat Making!

Each chapter of this publication will walk you through the basics and foundations of what you need to know, in order to create slammin grooves that you will be able to turn around and sell for \$\$\$.

Whether you're trying to produce urban Hiphop bangers, Reggae riddims, or House track remixes, we'll show you how to get the most out of your beat making journey.



START PRODUCING >>

Understanding Beat Patterns And Music Theory.

Let's start by covering the absolute basics in beat production.

You may have heard the term "Garbage in, garbage out".

In the area of computers it basically means, bad input produces bad output.

If the wrong data is entered into a computer system, the information that is produced by the system will also be incorrect.

This in a way also applies to music production and beatmaking.

If you start off with a weak sounding drum kit, and use a beatmaker that is limited in capabilities, and then top it off with only exporting your finished production to let's say MP3 format, then it's not going to matter how great the rhythm pattern is that you just created, as it will still sound like crap.

If you happen to be a talented upcoming beatmaker, and by a stroke of bad luck stumbled upon some cheap, or free online beatmaking software, then you've probably already wasted a lot of your time only to find out that this software did not meet your expectations.

So by now we hope that you are experienced enough in order to know that you should stay away from ONLINE ONLY beat makers.

The first reason for this is because they only allow you to export your finished masterpiece to MP3.

The second reason is that they tend to force you to login to their website/members area every single time in order to use the software.

There are many other reasons but let's just stick to these two for now.

1. Why pay anyone for the privilege of having to go online in order to make beats, and only being allowed to export them in MP3 format?

2. What if their website goes down? Or your internet connection boots you out for a while? Or even worse, you are in the middle of creating the hottest beat ever, and you didn't save it yet, and then you get disconnected!! Grrrr...

Also, for the most part, the online only Beatmakers tend to give you just ONE bar to loop.

That's it! One bar! 16 sounds, and then you only get to export it as MP3 ?? Come on now!

There is NO WAY that anyone who is SERIOUS about music is going to want anything to do with that!

Ok, so you want to be able to make professional sounding beats, but you realize that free and online only beatmakers are not the answer.

This does not mean that you have to make a BIG giant leap towards the bigger DAW's (Digital Audio Workstations) such as Cubase or Protools.

And besides, even if you have access to this type of setup, you should be prepared to always be hunting for new VST's.

For the newbie, VST stands for Virtual Studio Technology.

These include Virtual instruments, samplers, effects units, standalone sound generators etc.

You might have for example heard a song playing with what sounds like a real grand piano, but in fact it may have been an VST plugin (software) that was plugged into the DAW, thereby allowing the composer to play and record a track with a real grand piano sound, without needing to renovate their house in order to fit in the real thing.

This type of VST could be classified under VST “instrument”.

Another type of VST plugin could be for example an effects unit.

Common types of VST plugins in this category are echo's, reverbs, phasers, or any other types of effects that you hear on a vocal or instrument track if it obviously sounds processed.

This type of VST could be classified under VST “Effects”.

Besides VST plugins when using a professional DAW, you'll also have to be prepared to invest in a top quality soundcard.

One that an experienced music engineer would consider to be of professional standards, as it needs to be specifically designed to live up to the high demands of recording professionally sounding audio.

Most soundcards that come standard in a PC or laptop computer are usually only suitable for the basic music listening consumer, however they are not generally intended for professional music production.

You see, a good soundcard will greatly improve or eliminate any latency issues.

Latency is when you press your keyboard, but it takes a fraction of a second for the sound to play, and or record.

This is a common complaint amongst those who are either working with a PC that is not fast enough in order to be able to handle all the information going back and forth, or the proper equipment and soundcard is not installed, or the settings are not properly adjusted in order for the computer to be able to do what it needs to do.

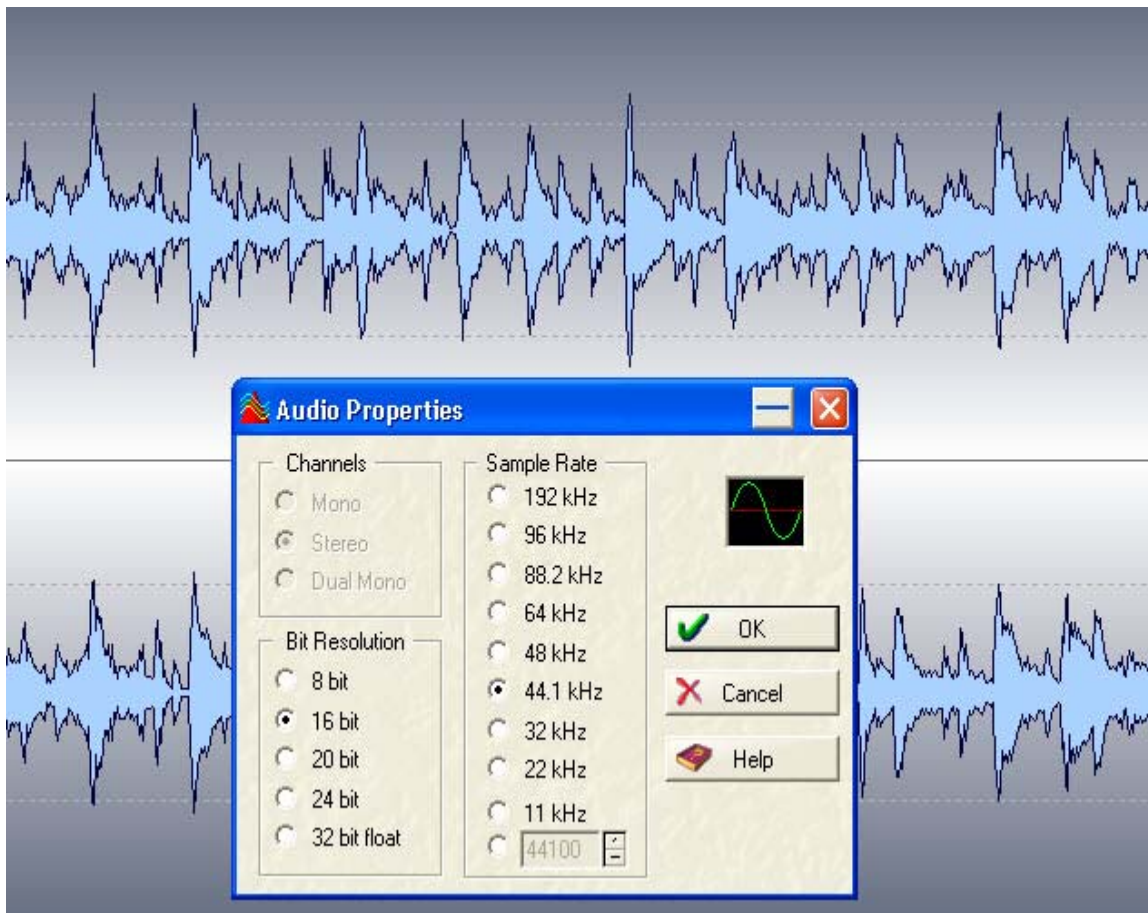
After a while this just gets annoying when you try to record let's say an piano track, but when you play it back everything sounds off beat.

The above is just scratching the surface of what is needed when working with professional DAW's etc.

If you are not quite ready yet to jump into the world of expensive DAW's, but you do want to start creating useable, broadcast quality, and sellable SLAMMIN beats,

then all that you really need right now in order to do so is basically shop for a beatmaker that has these 3 things included...

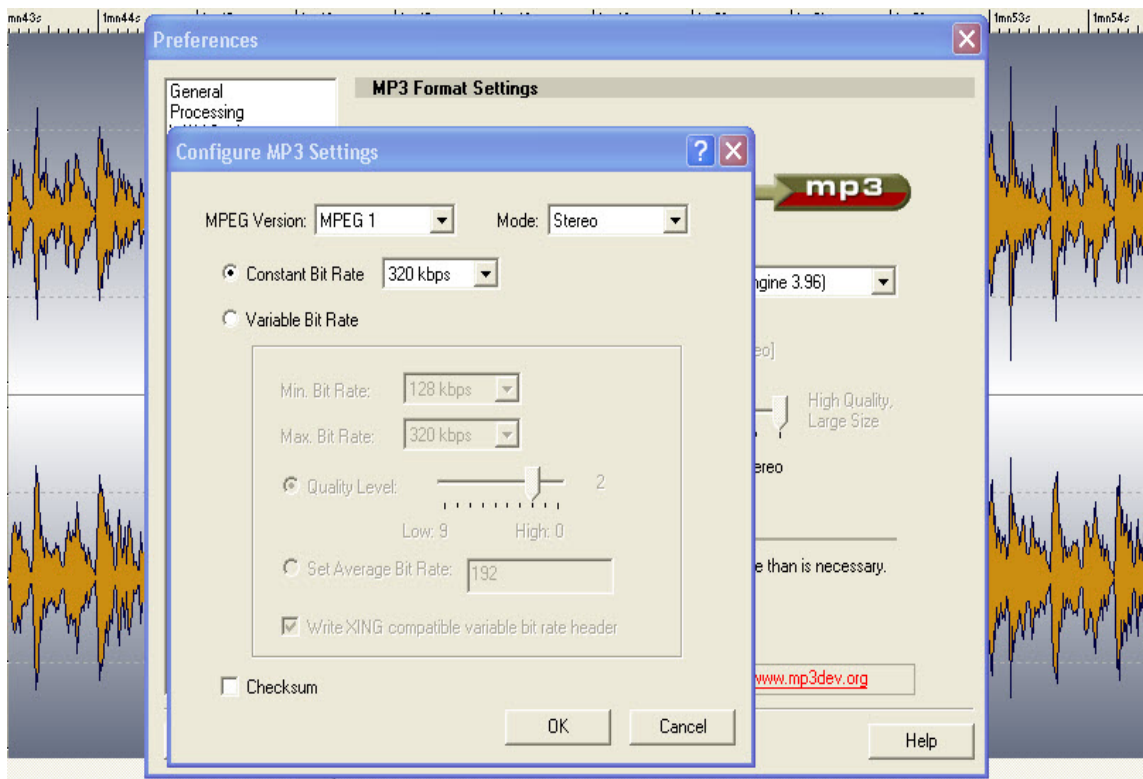
1. You need to own a beatmaker that uses .wav files and works with files that are at least 44.1 stereo 16 bit.



This way, when you mix down and export your final, you are also exporting a high quality 44.1 stereo 16bit master .wav file in lossless quality!

Once you start from a high quality 44.1 Stereo 16 bit master .wav file, you can then always “choose” to convert them into MP3 versions whenever the need arises.

Examples of this could include websites that only allow you to upload MP3 files, or if someone requests an MP3 file for reference, etc.



But being allowed to only export your beat in MP3 format in order for that to be your master file, should never be the only available option given to you by any beatmaking software. That's just wrong!

The second thing to look for, and all that you really need right now in order to create useable, broadcast quality, and sellable SLAMMIN beats is...

2. Make sure that your beatmaker can record more than just one bar.

You do want to be able to create more than just something that sounds like a loop that a toddler created on a toy keyboard right?

Seriously, if you want to come across as a pro, you need to be able to make beats on a beatmaker that can handle (16/32 bars minimum).

This means that you can grow your bar count and timeline, and at least create a beat for a singer or rapper that has a verse / chorus / verse / chorus / bridge / chorus out structure, or something similar.

You simply can not do that with a one bar beatmaker.

The third thing in all that you really need right now in order to create useable, broadcast quality, and sellable SLAMMIN beats is...

3. Make sure that your beatmaker has the ability to import new samples, either from additional sound kits that you can buy for the beatmaker, or that it allows you the ability to import your own drum kits, and your own keyboard categories on the fly with little effort.

Beatmakers such as **DUBturbo2.0** handle all 3 of the above mentioned, plus it packs in SO much more features than any other inferior product that you may find in its price range.

Yes that sounds like a commercial, but it's a fact!

All the above is taken care of in **DUBturbo2.0**, plus it has tons of other perks to help you make your beats FASTER and BETTER than anything else out there.

Once you've got the above three points covered, (**1.** wav capability, **2.** more than one bar recording, and **3.** the import functions, you'll see that most of any other requirements are minimal.

You see, when you are sequencing, as long as you are plugging in “high quality samples” along the time line into a sequence, and once you play them in your pattern at a suitable and set tempo for the type of beat that you are creating, from that point on, the rest is then basically up to you and your skills.

DUBturbo2.0 gives you not only a 16 Track sequencer, but also a 4 octave keyboard, and a 10 pad drum machine, all lined with top shelf custom made broadcast quality samples which if you were to purchase similar quality sounds anywhere else, you’d pay thousands!



In beatmaking, the software and audio engine is what's important, and compared to anything out there, your best and most affordable choice is **DUBturbo2.0**.

But don't take our word for it, simply judge for yourself by having a look at www.DUBturbo2.com and then look at any other website or product that is trying to offer you something that looks similar.

Take time to compare the functions, compare the quality, and most importantly compare the price in exchange for what you actually get!

Also note that if in your research you DO end up on any of the FREE websites that let you make beats online or with a downloadable trial, you can be certain that they are either all advertising driven, (how else are they going to make money) or they are simply looking to build a member base of people whom they know are into music etc, in order to spam you with music offers.

And in these days you may even receive allot of unrelated spammy type of offers as well.

Sounds familiar?

At **DUBturbo2.0** they don't play those stupid games, it's not necessary!! Their motives and mission is very straightforward.

"To offer a fantastic beat maker that delivers great value at a ridiculously low price so that everyone can easily afford it and learn to make professional sounding broadcast quality beats in no time."

If This Guy Can Make Sick Beats, Imagine What YOU Can Do...

ON SALE

WATCH DEMO

**MAKE SPINE CRACKING BEATS RIGHT NOW!
EVEN IF YOU'VE NEVER TOUCHED A SEQUENCER IN YOUR LIFE**

In the next chapter we're going to cover a few beat making patterns in different genres and talk about how to structure your beats.

Understanding Beat Styles And Tempos.

In the previous chapter we talked about understanding the technical aspects of your beat maker.

So now it's time to start making some serious music with it!

There are only a few variables to play with when deciding what type of genre of music you want to make.

You may want to produce Rap/Hiphop, House, Reggae, or other urban types of music, while others may be taking it somewhere else.

Let's quickly go through some popular styles, and look at a few simple structures, while we talk about what they represent.

Rap/Hiphop:

Though it's all over the board when it comes to tempo's, most Hiphop sticks to 75-105BPM.

The drum kits and samples used in these types of beats are everything from classic 808's to slick new multi drum timba/Neptune sounds.

One thing is for sure though, the PATTERNS of the drums themselves are usually off the wall, and broken down really well.

House/Trance:

Get ready for some serious repetition and bar building!

House tracks are usually in the 120-140BPM area and start off with simple patterns that just build/drop, build/drop, until a bridge/chorus.

House is fun and easy to make, and often times you don't need more than a few nice 16's looped with a few change ups and bridges.

Samples and drum kits are getting more and more mash up style with House, where everything and anything goes.

Even big Hiphop artists are breaking into the house scene because it's another untapped niche, and house music is universal.

Reggae/Reggaeton:

Reggae usually sticks to the same tempo's as Hiphop/Rap (75-105) with some exceptions of course.

The drum kits and samples used in Reggae are usually light keys contrasted with hard hitting kits and sick bass lines.

Nothing comes close to a wicked riddim constructed with the right patterns and drops throughout.

Reggaeton is pretty close to Reggae when it comes to production and patterns, with a few tweaks to double up the kick/snare per bar, and keys usually have an offset $\frac{3}{4}$ loop.

We could go over many more genres, however, once you get the hang of sequencing, you'll agree that it's pretty easy to take your bars, change them up, duplicate them, tweak, and BAM... you go from one genre to the next with a few SIMPLE steps.

Sampling And Sequencing With Your Own Sounds.

Let's talk about sampling, and how to get your own sounds, drums, keyboard categories and more into **DUBturbo2.0** with a few clicks.

The beats that you create either have that BOOM, or they don't.

If they often lack that club finish feel, it could very well be due to the sounds that you are starting off with in the first place.

It's similar to building a weak foundation to a home, or using second grade cement/concrete.

Doing this comes with risk, and in time you will notice cracks and structural shifts, and before you know it, the whole thing comes crumbling down.

Therefore if you make a great beat but use crappy drums and samples, it's still not going to sound all that hot regardless of your massive skills and the brilliant creative patterns you program.

Most producers that haven't sampled or sequenced their own sounds yet, can at least picture it in their heads.

You're laying down your own drums and samples in the same timeline and in the same way you would with any normal sound kit.

However, first you have to actually chop and master those sounds, and get them IN to your sequencer.

Beatmakers such as **DUBturbo2.0** make this easy, and take it from us, you WANT to be able to do this, no matter what software you use.

As long as you're doing this with at least 44.1 Stereo 16bit .wav files, you're good to go for broadcast quality output.

As mentioned, **DUBturbo2.0** allows you to import your own samples quickly and easily.

You'll basically create (or buy elsewhere) new folders with sounds in them (10 sounds per drum kit, and 100 sounds per keyboard category folder), and parse the folders with tools that come with **DUBturbo2.0**.

That's it!

Now you're ready to sequence them and make your bangers FAST!

The next chapter just might be the most important one to read, as here is where we discuss the business and money side of the music industry.

Making Money With Your Beats!

Here is where we are going to fast-track a bit and get some of the money aspects out of the way.

Some of the most important things to understand are:

1. Licensing vs. Exclusive sales:

So you've made a beat.

Now you want to either sell it off for a one time fee to only one person, OR license it to many people with a non-exclusive license.

The difference is rather clear:

Exclusive = Artists or studios that don't want ANYONE else to use the beat for ANY commercial or promo/monetary use.

This type of Licensing usually comes with stipulations such as: Online and DVD use only, licensing is shared with 10 people only, and you are not able to use it as a vocal artist.

Licensing rules and regulations are often set by the producer, and or negotiated during a sale.

Don't sell yourself short however.

Don't just give your beats up exclusively for top dollar either.

A mix of the two is best.

2. Royalty Free:

You can also create a bunch of beats as a collection, and sell the whole package, OR sell them one by one royalty free.

This term has a few meanings to it, however, most common is simply you the producer saying "You can use this on anything, make money from it, just don't 'resell' the beat to others as royalty free or otherwise.

Master rights would mean that you can do what you want with them with NO restrictions, royalties, or any limitations whatsoever.

3. Sharing Royalties:

So you've made the sickest beat ever!!

And artists know it.

Every time someone hears it they want to get on it, and finally you choose the artist that best suits the beat, and you setup a deal.

These are also usually unique to each project and worked out in several ways regarding how much is shared from sales, from shows, from any other revenue generated, and the length of those royalties.

Artists that do guest appearances on tracks, are often given per play royalties.

This means that anytime the beat/track gets played on the radio, the guest artist gets royalties (often for life).

With the ever so fast changing landscape of the Music business online, there is no shortage of new channels available where you can go to in order to get your demos and beats showcased.

In fact, right now there is a huge boom in demand for good production and producers, as the dilution of the music industry hits hard and there is allot of CRAP out there.

Online you can cover the top 10 producer channels pretty easily.

Simply create an account, upload a few tracks, add some photo's and info, and you're all set to get listeners to vote, comment, and buy your tracks.

You can very easily create 2-8 bar loops and sell them online for a good \$20 - \$250 EACH depending on your sales setup, and of course it depends on how good the tracks are.

There are also quite a few different "producer battle" types of websites that allow you to enter into tournaments and get your street rep up, which in turn will get you selling your beats even faster.

Many of the users who made the smart choice of picking up a copy of **DUBturbo2.0** made back their investment of the software with the very first beat they sold.

Some are bangin out 5-10 beats a day easy, and by the end of the year they have the sickest collection of beats that NOBODY has yet.

All that they have to do from that point is to simply sell them for boatloads of cash!

Are you one of them yet?

How To Build Complex Drum Patterns And Kits.

Ok, Let's jump right back into the production aspect of things, and focus on DRUMS.

Your beat is NOTHING without amazing drum patterns.

If you're a Hip-hop head, think back to old-school tracks. Many of them have very simple and easy beat patterns, but the patterns themselves are infectious, neck-cracking, and appeal to the masses.

Just like many songwriting coaches always say: when you write your song, write lyrics and hooks that ANYONE can sing to, that same advice applies to a beat.

Make beats that anyone can BUMP to.

If you use GREAT sounds and create unique patterns, you're well on your way to having a great foundation for your next hot track!

DUBturbo2.0 has a great hidden set of variables that were done during the mastering of each sound.

It uses stereo image at least 60% of them in a way where each ear gets its own ad-lib and extra touch.

These range from having different sounds per ear, to having different effects per ear.

These little differences sound **HOT**, and when you overlap 2-4 drum kits with complimentary sounds, it will be very easy to hear a huge difference in how your beats sound.

The creativity and unique elements per track are left up to you, and therefore we encourage you to experiment with doubling up on the snares, creating interesting rolls and fills, and importing your own samples to add another layer of polished personalized creativity to your beats.

Keyboard Patterns And Urban Music

Let's cover the keys, the chords, and the layering on your beats in order to make them thick and add emotion.

Think of all the tracks out there that use the absolute most basic keyboard combinations.

Why is it that a few simple keynotes can make or break a track so easily?

Remember "The Bridge Is Over"? Low octave piano, and a really simple set of keys over a hard drum/snare, no hi-hat.

That leaves room for wicked lyrics and lot's of white space contrasted with hard hitting drums.

Not to say that complex riffs and chords don't work, because they do.

However keeping it simple can pay off as well!

Just make sure that you use kits and samples that don't overpower everything else.

Speaking of chords, these note combinations are what make up all of our music, vocalists, harmonies, and tones that please the musically inclined ear as well as the masses.

LET'S LEARN THE MAJOR CHART:

Let's go over a few chords here.

Once you understand even 2 or 3 combo's, your beats will become dangerous.

Below you will find a chord chart for you to practice on.



DUBturbo
DIGITAL MUSIC PRODUCTION

D MAJOR

BROADCAST QUALITY BEAT MAKER
MIDI FILES • SOUND EFFECTS • AUDIO FILES

DUBturbo
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DUBturbo
DIGITAL MUSIC PRODUCTION

D# / Eb MAJOR

BROADCAST QUALITY BEAT MAKER
MIDI FILES • SOUND EFFECTS • AUDIO FILES

DUBturbo
DIGITAL MUSIC PRODUCTION

DUBturbo
DIGITAL MUSIC PRODUCTION

E MAJOR

BROADCAST QUALITY BEAT MAKER
MIDI FILES • SOUND EFFECTS • AUDIO FILES

DUBturbo
DIGITAL MUSIC PRODUCTION



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

F / E# MAJOR



BROADCAST QUALITY BEAT MAKER
MULTI-TRACK, 100% MIXED, 4000+ SOUNDS

DUBturbo
DIGITAL MUSIC PRODUCTION



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

F# / Gb MAJOR



BROADCAST QUALITY BEAT MAKER
MULTI-TRACK, 100% MIXED, 4000+ SOUNDS

DUBturbo
DIGITAL MUSIC PRODUCTION



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

G MAJOR



BROADCAST QUALITY BEAT MAKER
MULTI-TRACK, 100% MIXED, 4000+ SOUNDS

DUBturbo
DIGITAL MUSIC PRODUCTION



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

G# / Ab MAJOR

BROADCAST QUALITY BEAT MAKER
MULTI-TRACK | 100% | 100% | 100% | 100%

DUBturbo
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The image shows a piano keyboard with the notes G#, A, and B highlighted in yellow. Above the keyboard is a stylized illustration of a group of people dancing. To the right is a CD case for the software.



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

A MAJOR

BROADCAST QUALITY BEAT MAKER
MULTI-TRACK | 100% | 100% | 100% | 100%

DUBturbo
DIGITAL MUSIC PRODUCTION

The image shows a piano keyboard with the notes A, B, and C highlighted in yellow. Above the keyboard is a stylized illustration of a group of people dancing. To the right is a CD case for the software.



DUBturbo
DIGITAL MUSIC PRODUCTION

C D E F G A B C

A# / Bb MAJOR

BROADCAST QUALITY BEAT MAKER
MULTI-TRACK | 100% | 100% | 100% | 100%

DUBturbo
DIGITAL MUSIC PRODUCTION

The image shows a piano keyboard with the notes A#, B, and C highlighted in yellow. Above the keyboard is a stylized illustration of a group of people dancing. To the right is a CD case for the software.



Congratulations: You are approaching the final chapter.

It's ok if it took you longer than 5 Minutes to get here.

That's a good sign that it was interesting and you did not just skim through all of this.

As your reward for doing so, you will be a lot more educated and aware in the beat making and music production world, and the music business world as well.

DON'T SLEEP on your new found knowledge or your new found talent.

Make sure that you practice daily, make beats daily, and experiment allot.

You'll soon see that often times you don't need anything more than 3 to 5 layers to make your beats POP.

Ok, let's go over some post production tips, and working with free editors to take your **DUBturbo2.0** exports to the next level.

Post Production – You Have A Raw Beat, Now What?

Once you start using **DUBturbo2.0**, and you find yourself flying around the easy to use navigation and functions, you will soon realize that you can make probably 20 to 30 quick beats a day!

Having said that, you may not know that you can still do so much more with your creations.

Let's look at a few scenario's below of things that you can do for free.

Scenario 1:

You have just finished a 16 bar beat/hook, and you exported your .wav. Here's what most would do: Convert to .MP3 and go to market!

However, let's consider a few things here.

What if you exported 3 different 16 bar beats, and you made them at the same tempo?

What's stopping you from opening this up in Audacity (which is a free .wav editor), and mastering, mixing, adding a bridge and interlude / intro / outro with the other two beats, and THEN go to market.

OR you can even keep tweaking and make a few dubs/custom versions of the beat for variation when you go to market.

These subtle differences are key when creating compilations or scores for TV.

Next time you watch a hot show, take notice of the soundtrack.

Some use the same beat and nothing else.

Others score the show with tons of small variations, ad-libs, hooks, 3 second trailers, transitions etc, all stemming from the same foundational sound kit.

There are TONS of things that you can do once you create a simple set of beats and combine them with other free tools such as audacity.

Scenario 2:

RAW master vs. EDITED master:

For the most part, exporting from **DUBturbo2.0** gives you broadcast quality ready audio.

If it peaks, you simply lower the master volume and re-export.

This is considered your raw master .wav.

Now even though you do not need to do the following next step, it is however highly recommended.

Every sound set comes with slight differences in leveling, velocity, frequencies etc.

You also want to make sure that you bring out the best in each beat.

It is recommended that you at least get your beats into an editor and normalize/EQ each one, essentially further mastering them to perfection.

Bring up the bass, change up the normalizing, and peak out the sounds that you want punching through.

Your ear will pick up that perfect zone to be in, and now you have an even BETTER master to play with.

This concludes the crash course in beatmaking, music production, and as you may have noticed, our recommendation for using the **DUBturbo2.0** beatmaker.

This information was put together out of mere frustration because there are a lot of programs out there that claim to be 'beat makers' and by this we mean a DAW (Digital Audio Workstation).

In truth there are very few programs out there that are easy to learn and use if you are a beginner, or even if you are a pro musician who simply has not spent a lot of time exploring beatmaking software.

A lot of the other so called beat makers are simply "loopers".

Now how are you supposed to make a tune with just a simple bar looping round and round?

Those products will not teach you anything about how to make real music, and you will not be able to use any of the tracks that you make for anything!

Sure, you can make a ringtone, woo F\$%^#\$G hoo!!

But you do want to make proper music right?

The other thing that you see a lot of is the misinformation that some websites give you such as for example, claiming that by giving you a 1 bar .MP3 loop, this is supposed to be a good thing?

Sure, wait until you want to make some money out of your beats, and then go and try and sell that .MP3 file to someone who knows better, it will not be pretty!

This is why besides this being a course, we mention and recommend **DUBturbo2.0**

DUBturbo2.0 gives you allot of features in order to be sure that no matter what your experience is, you can use it in order to make real music that will export with proper studio quality .wav files, and just as important, you will be able to make FULL tracks.

No looping the sounds over and over with that baby!

You will be able to make a short 1 min track, or go all the way and make a progressive house track that is 20 minutes long if you want.

In this publication we also touched on the sound quality of the music that you make, and we talked about what you are getting with **DUBturbo2.0** that a lot of other software packages do not offer.

The simple truth and reason that you will be able to make bone chilling beats with **DUBturbo2.0** is because all of the sounds that you hear for the drum kits, keys and FX have been professionally mastered!

That means that they have been created in a REAL recording studio.

So in essence you will be able to achieve the same quality sound that the big players do without spending thousands on a recording studio.

When you listen to all the sounds that come with **DUBturbo2.0** you will be able to tell their quality straight off the bat.

If you have some good headphones or a 5.1 system on your PC, simply turn the bass up, and make your first Hiphop or Dance tune with **DUBturbo2.0** and you will get that bone shaking bass thumping right through your speakers. (we take no responsibility for your eviction notice so try to keep it down.)

Lastly, once again, when you export your work, you will get your whole track in a 44.1 .wav studio quality file, and that means that it does not lose any quality.

DUBturbo2.0 does NOT take away from any of the quality of your music. If anything, it ads to it.

Let's wrap this up by giving you the number 1 benefit that you will get from using the **DUBturbo2.0** software.

Sure you will enjoy making slamming beats with top quality .wav files.

And sure you will enjoy over 40 kits, drums and sound FX that you can put in your tunes.

But the best thing,

the number 1 thing that you will get from **DUBturbo2.0** is.....

(Can you guess the answer?)

Hint: It has to do with reading all the way through this course, and absorbing all the valuable information that you learned here.

Take a moment and ponder the question, then scroll down to see if you were close.

The number 1 thing that you will get from **DUBturbo2.0** is.....

KNOWLEDGE!!

That's right!

You can be sure that even if you have never made a beat or touched a DAW (Digital Audio Workstation) before, by using **DUBturbo2.0** you will be automatically learning how to make BETTER beats than most other wannabee producers right from the get go.

We are talking quality beats that you will be able to sell for money!

DUBturbo2.0 allows you to quickly learn the basics of beat production, and forces you to become better and better everyday.

Before you know it, you will be ready to expand into something a bit more advanced such as building your own recording studio with all the expensive DAW's included.

Be comforted in the fact that **DUBturbo2.0** will have already schooled you on enough of the basics so that you will be able to quickly find your way around and feel at home in any professional studio setup.

So to start making beats like a pro and learn the real building blocks that you will need in order to start making proper bangers, no matter how far you go.

Check out **DUBturbo2.0**

If you still haven't grabbed a copy, we strongly recommend that you take advantage of the low price that is available right now!

THANK YOU for taking the time to read all the way through to the end of this publication.

We hope that you learned alot from it, and we look forward to hearing you make some noise online, and or hearing one of your beats pumping in a club or from a car on the street.

Now Go Out And Make BIG Things Happen!

Bang Bang!!

DUBturbo2.0

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