

# SOUND<sup>TM</sup> INNOVATIONS

for **GUITAR**

A Revolutionary Method for Individual or Class Instruction

Aaron **STANG** | Bill **PURSE**

Congratulations on successfully completing *Sound Innovations for Guitar Book 1*! *Sound Innovations for Guitar Book 2* will help you further develop your real-world guitar skills and grow as a musician, whether you have professional music goals or just want to play for fun. This book provides a logical sequence of studies for performance, composition, improvisation, and music theory. Plus, you will cover a wide range of musical styles. Playing the guitar involves a combination of technical skills and inspiration. Your teacher's guidance will help you acquire the skills you'll need, such as performing a variety of accompaniment styles, playing chords, fingerpicking, improvising, reading music, creating guitar parts, and more. But you supply the spark. Tools are important, but the real goal is letting go and losing yourself briefly in the inspirational moments that make playing the guitar a creative and joyous experience.



The accompanying DVD will play in a standard DVD player or in a computer with a DVD drive. It features both authors discussing and demonstrating all notes, chords, concepts, and techniques taught in the book. Many of the songs and ensemble pieces are performed live so students can listen to the music, play along, and see important up-close examples of left and right hand technique. Plus, DVD chapter icons throughout the book clearly indicate the location of all demonstrated examples, songs, and techniques so students can immediately access the relevant DVD information.

mp3

The DVD includes recorded accompaniments for every line of music in your Sound Innovations book. These recordings can be played with the included TNT 2 player, easily uploaded to your MP3 player, or transferred to your computer. Additionally, many CD and DVD players are equipped to play MP3s directly from the disc. If accessing the MP3s from a computer, double-click on My Computer, right-click on the DVD icon, and select Explore. (Mac users can simply double-click on the DVD icon that appears on the desktop.) The MP3s are in the "DVD-ROM Materials" folder. When playing an accompaniment, simply choose the file that corresponds to the line of music in the book. Each line has been numbered and named for easy reference.

**TNT<sup>2</sup>**  
CUSTOM MIX

Also included on the DVD is the TNT 2 player *with* tempo change technology. The TNT 2 player features the ability to change the speed of the recordings without changing pitch, slow the tempo down for practice, or speed it up to performance tempo! It also enables you to isolate just your part or remove your part to play along with the basic tracks. For installation, double-click on My Computer, right-click on the DVD icon, and select Explore. (Mac users can simply double-click on the DVD icon that appears on the desktop.) Open the "DVD-ROM Materials" folder, then the "TNT 2" folder, and double-click on the installer file. Installation may take up to 15 minutes.

## TNT 2 SYSTEM REQUIREMENTS

**Windows** 7, 8, Vista, XP  
QuickTime 7 or higher  
1.8 GHz processor or faster  
2.4 GB hard drive space, 2 GB RAM minimum  
DVD drive for installation  
Internet access required for updates

**Macintosh** OS 10.4 or higher (Intel only)  
QuickTime 7 or higher  
2.4 GB hard drive space, 2 GB RAM minimum  
DVD drive for installation  
Internet access required for updates

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## KEY SIGNATURES REVIEW

A *key signature* appears at the beginning of a staff and tells you which notes are to be played sharp or flat throughout the music. A key signature with one sharp tells you that every F is played as F#, which means you are in the key of G major. Notice that for sharp keys the last sharp in the key signature is always a half-step below the root note of the key.

Three common keys:

**1 sharp** (F#) = Key of G    **2 sharps** (F#, C#) = Key of D    **3 sharps** (F#, C#, G#) = Key of A

Key of G

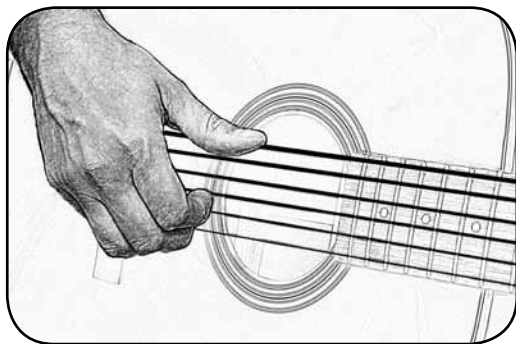
Key of D

Key of A

## TECHNIQUE REVIEW

*Down-stroke:* Strike the string with a downward attack, towards the floor, coming to rest on the next string.

*Up-stroke:* Start with the pick below the string you're playing and strike the string with an upward attack.



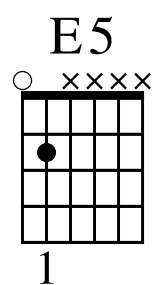
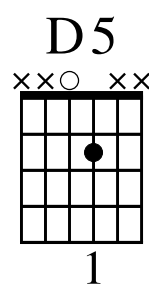
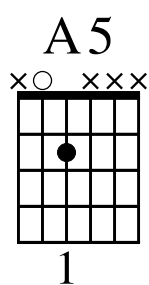
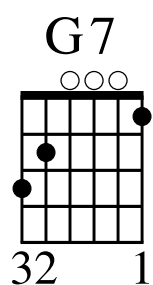
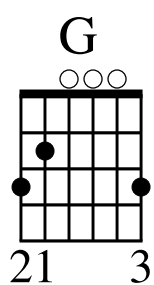
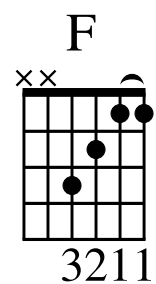
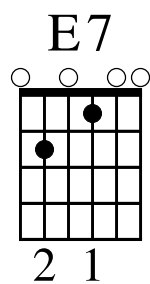
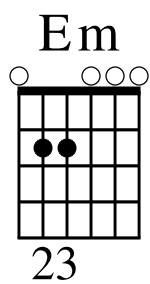
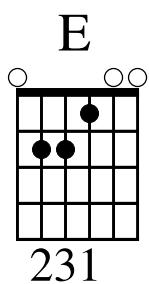
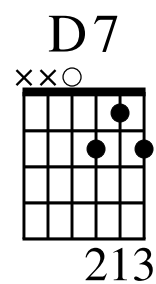
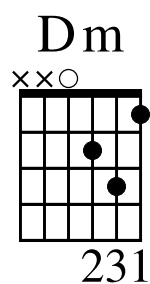
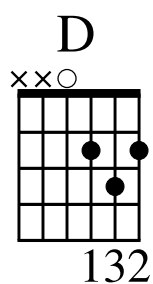
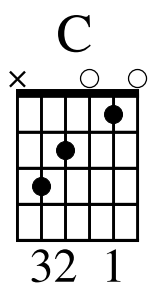
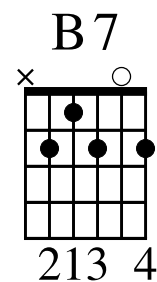
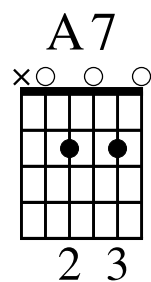
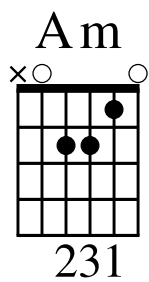
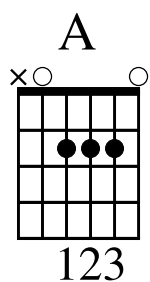
## FINGERPICKING REVIEW

The right hand plucking movements are indicated with italic letters, as follows:

- Thumb (*p*) plays bass strings
- Index finger (*i*)
- Middle finger (*m*)
- Ring finger (*a*)
- The thumb should sweep through the string, out from the guitar, towards the fingers. Your thumb should always be in front of your fingers, not behind them.
- Each finger should push through the string.

- Each finger should remain curved and travel in an arc from the string towards the center of your palm.
- Thumb and fingers should remain relaxed and gently curved at all times. All motion should initiate from the first knuckle joint at your palm, not from bending the middle knuckle joint at the center of your finger.
- For the following example, prepare the right hand by placing your thumb and fingers on the strings before you play.
- The left hand will shift between Am and E. Both chords share the exact same shape and fingering. To change from Am to E and back again quickly, lift all your fingers off the strings while retaining the chord shape, then transfer the shape one string set over.

## CHORD REVIEW



- Play chords from the above chart that have the same root note. Listen for the change in sound quality from chord to chord. For example, first try A<sup>5</sup> – A – A<sup>7</sup> – A<sup>m</sup>.
- Play the following chord progressions. Experiment with various strumming or fingerpicking patterns:

**G – D – E<sup>m</sup> – C – G – D – G**

**C – G – A<sup>m</sup> – F – C – G – F – C**

**D – G – A<sup>7</sup> – D – D – A<sup>7</sup> – D**