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# **OFF THE GRID SESSIONS**

Featuring Sound Designer Producer

**DECAP**





## OFF THE GRID SESSIONS

The Producer & Sound Designer behind the critically acclaimed  
**"Drums That Knock"** Series

### **Tell us who you are?**

I am a producer / artist based in San Francisco. I am passionate about music, and have been making beats since I was thirteen. Since I started out producing hip-hop, I've always been drawn to hard hitting drums. For me, music is a way to communicate what can not be said with words – an extension of energy, a release.



## **How did you get into Production & Sound Design?**

I used other producers kits for years, and at the time there was nothing on the market that really hit hard like I wanted it to. I always had to process them to get them to sound how I wanted them to. That's how Drums That Knock came to be. I really just made kits that I would want to use for my production, and when I put it out it blew up.

## **Whats your approach to Making Drum sounds?**

Everything in Drums That Knock is created from scratch through synthesis, and recording real instruments. All of the sounds are completely unique and never heard before. I process my sounds on high end gear (SSL, hardware saturation, compression, tape, etc) to give them texture.



## What Makes Your Sounds Stand Out?

Since everything is created from scratch, none of the sounds have been heard before. Most kits process recycled sounds we've all heard a million times before, so I decided to take the time to study synthesis and create everything completely from scratch. It takes a lot of work, but its worth it to give producers sounds that have never been heard before.





## What Makes your new Pack for MPC so special?

For this expansion, I created combinations of sounds hand picked from my Drums That Knock series, all separated into kits. When you load a kit from the pack, there is a chopped melody, drum sounds, fx, percussion that all fit well together. It definitely will speed up MPC users workflow, so you can load up a kit and quickly make music.





## **Any Tips you can share with us?**

Be yourself and create the music that moves you. Create from an authentic and true place, and avoid trying to fit a mould. I feel like this is what separates the great artists and producers. Commit to continuously get better at your craft.





# What famous tracks have used your sounds?

Logic, Eminem - Homicide

Beyonce, Shatta Wale, Major Lazer - ALREADY

Niall Horan - Slow Hands

G-Eazy - Power

Khalid - Winter

KAROL G, Anuel AA - Culpables

Miley Cyrus - Mother's Daughter, Party Up The Street

Fetty Wap - Fresh N Clean



# Your sounds are in the new MPC One?

Yes! , a collection of my sounds are inside the new MPC One which gives Beat Makers a sample of my Drums That Knock!



## What Artists have you Produced for?

DaBaby, Joyner Lucas, Ruel, Token, Locksmith, Sammy Adams, Dayne Jordan, Zion I, Talib Kweli, Royce Da 5'9", many more.