

アコギアレンジ基本スタイル ストローク

ストロークとは？

アコギの奏法で最も基本的なスタイル。
左手でコードを押さえ、右手でリズムを弾く。
ピックを使ってオルタインイトで演奏するのが一般的。

演奏するリズムによって幾つかの種類がある。

- 8ビート
- 16ビート
- 4ビート

8ビートの強弱の例

原則として2・4拍目の頭にアクセントをつける＆ノリが良くなる。

オモテ拍よりもウラ拍を弱く演奏することで強弱のメリハリがく。

■ 8ビート 強弱の例

The diagram illustrates an 8-beat sequence with dynamics and chord changes. The notation is as follows:

- Chords:** C (Chorus), F (Verse), Am (Bridge), G (Solo).
- Beat 1:** Chorus (C), quarter note (accented), quarter rest.
- Beat 2:** Verse (F), quarter note (accented), quarter note (unaccented).
- Beat 3:** Verse (F), quarter note (unaccented), quarter note (unaccented).
- Beat 4:** Verse (F), quarter note (unaccented), quarter note (unaccented).
- Beat 5:** Bridge (Am), quarter note (accented), quarter note (unaccented).
- Beat 6:** Bridge (Am), quarter note (unaccented), quarter note (unaccented).
- Beat 7:** Bridge (Am), quarter note (unaccented), quarter note (unaccented).
- Beat 8:** Solo (G), quarter note (unaccented), quarter rest.

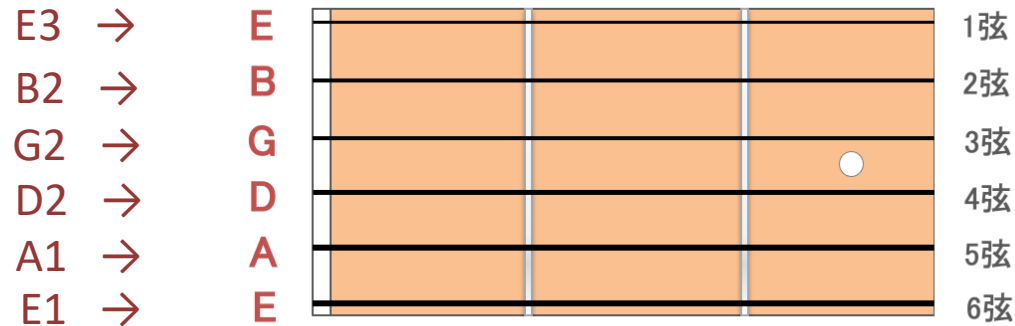
The dynamics are represented by red bars below the notes, showing a pattern of strong (T) and weak (B) beats. The sequence is: T, B, T, B, T, B, T, B. The first four beats are grouped under the Chorus (C) chord, the next three under the Verse (F) chord, and the final beat under the Solo (G) chord. The 2/4 time signature is indicated at the end of the sequence.

8ビートの打ち込み方

1. ベタ打ちする
2. ピッキングのズレを再現
3. ベロシティで強弱をつける
4. 発音する弦の数を調整
5. ベロシティをランダマイズ

アコギのチューニング

レギュラーチューニング



ローコードのストロークなら6弦解放(E1)～1弦3F(G3)くらいの音域で打つとちょうど良い

ピッキングのズレを再現～ベロシティで強弱

D=ダウンストローク
U=アップストローク

D DU U DU
↓ ↓↑ ↑ ↓↑

ダウンストローク時は低音→高音へ、
アップストローク時は高音→低音へ、
タイミングをずらしませ

2拍、4拍強め、ダウン/アップが続く箇所はアップ弱め
1拍目の頭は少し強めで打ってみました

Ample Guitar M 01
100% グリッド 1/8

発音する弦の数を調整～ベロシティをランダム化

The screenshot displays the Ample Guitar M 01 software interface. The top part shows a fretboard with red horizontal lines representing strings. A white callout box on the left contains the text: "部分的に鳴らす弦の本数を間引きます" (Reduce the number of strings that sound partially). The bottom part shows a velocity graph with red vertical bars. A white callout box on the right contains the text: "ランダムにベロシティをずらします" (Randomly shift the velocity). A red circle highlights a group of bars in the velocity graph.

部分的に鳴らす弦の本数を間引きます

ランダムにベロシティをずらします

16ビートストローク

■ 16ビート パターン1

Musical notation for a 16-beat pattern in 2/4 time. The notation is written on a staff with a treble clef and a 2/4 time signature. The key signature is one flat (B-flat). The pattern is divided into four measures: C, F, Am, and G. The first measure (C) contains 4 beats of eighth notes. The second measure (F) contains 4 beats of eighth notes, with the first two beats marked as downstrokes (ダウンストローク) and the last two as upstrokes (アップストローク). The third measure (Am) contains 4 beats of eighth notes, with the first two beats marked as downstrokes and the last two as upstrokes. The fourth measure (G) contains 4 beats of eighth notes. The notation includes a 'TAB' label on the left and a double bar line on the right.

16分音符のおモテ拍をダウンストローク、ウラ拍をアップストロークでピッキング

■ 16ビート パターン2

Musical notation for a 16-beat pattern in 2/4 time. The notation is written on a staff with a treble clef and a 2/4 time signature. The key signature is one flat (B-flat). The pattern is divided into four measures: C, F, Am, and G. The first measure (C) contains 4 beats of eighth notes, with the second beat circled in red and labeled as an empty pick (空ピック). The second measure (F) contains 4 beats of eighth notes. The third measure (Am) contains 4 beats of eighth notes. The fourth measure (G) contains 4 beats of eighth notes. The notation includes a 'TAB' label on the left and a double bar line on the right.

16ビートの強弱の例

8ビート同様、2・4拍目の頭にアクセントがつく。

16ビートドラムのスネアのタイミングを参考にすると良い。

■ 16ビート 強弱の例

The diagram illustrates a 16-beat drum pattern with dynamics. The notation is divided into four 4-beat measures, each with a chord symbol above it: C, F, Am, and G. The first measure (C) contains 16 notes with stems pointing up and down, and a 'V' above the 10th and 14th notes. The second measure (F) contains 16 notes with stems pointing up and down, and a 'V' above the 10th and 14th notes. The third measure (Am) contains 16 notes with stems pointing up and down, and a 'V' above the 10th and 14th notes. The fourth measure (G) contains 2 notes with stems pointing up and down, and a 'V' above the 2nd note. Below the notation is a dynamics diagram with 16 vertical bars of varying heights. The first bar is circled in red. The second bar has a red accent mark (>). The third bar is circled in red. The fourth bar has a red accent mark (>). The fifth bar is circled in red. The sixth bar has a red accent mark (>). The seventh bar has a red accent mark (>). The eighth bar has a red accent mark (>). The ninth bar has a red accent mark (>). The tenth bar has a red accent mark (>). The eleventh bar has a red accent mark (>). The twelfth bar has a red accent mark (>). The thirteenth bar has a red accent mark (>). The fourteenth bar has a red accent mark (>). The fifteenth bar has a red accent mark (>). The sixteenth bar has a red accent mark (>). The text '軽いアクセント' (light accent) is written below the diagram.

軽いアクセント

16ビートの打ち込み方

1. ベタ打ちする
2. ピッキングのズレを再現
3. ベロシティで強弱をつける
4. 発音する弦の数を調整
5. ベロシティをランダマイズ

ピッキングのズレを再現～ベロシティで強弱

The screenshot shows the Ample Guitar M software interface. The main area displays a guitar fretboard with a sequence of notes and picking directions. Above the fretboard, the sequence is labeled as "D D DDU UD DDU". Below these labels are arrows indicating the picking direction: down for 'D', up for 'U', and down for 'D'. A callout box on the right side of the screen contains the text "8ビートと同様、ピッキングに合わせてタイミングをずらします" (Similar to 8-beats, adjust the timing according to the picking). Below the fretboard, a waveform visualization shows the amplitude of the notes over time. A text box at the bottom left of the screenshot contains the text "2拍、4拍強め、ダウン、アップ続く箇所はダウンを弱め 1拍目頭と2拍目裏のアップは少し強めで打ってみました" (2 beats, 4 beats strong, down, up, in places where down and up continue, make the down weak, I tried hitting the up a bit stronger at the start of the first beat and the back of the second beat).

8ビートと同様、ピッキングに合わせてタイミングをずらします

D D DDU UD DDU

2拍、4拍強め、ダウン、アップ続く箇所はダウンを弱め
1拍目頭と2拍目裏のアップは少し強めで打ってみました

発音する弦の数を調整～ベロシティをランダム化

The screenshot shows the Ample Guitar M software interface. The top part displays a guitar fretboard with red circles representing notes on the strings. A text box on the left says "8ビート同様鳴らす弦の本数を間引きます" (Reduce the number of strings played in 8-beat intervals). A callout box on the right says "ランダムにベロシティをずらします" (Randomly shift the velocity). Below the fretboard is a velocity graph with red vertical bars representing the amplitude of notes over time. A red circle highlights a specific group of notes in the graph.

8ビート同様鳴らす弦の本数を間引きます

ランダムにベロシティをずらします

コードチェンジの打ち方

The screenshot displays the AgFret noise software interface. The main area shows a guitar fretboard visualization with red horizontal lines representing notes. Two orange ovals highlight specific fret positions on the strings. A white callout box on the right lists the strings E, B, G, D, and A with arrows pointing to their respective fret positions. A white callout box at the bottom center contains text about adding fret noise.

4拍目の裏は
開放弦の音程に変更

E
B
G
D
A

4拍目の裏に
フレットノイズを入力