

BeatForge — Concept Poster

Print this and pin it up — an at-a-glance map of the BeatForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Throb	The steady pulse — the underlying clock every other rhythm hangs from
Snap	Subdivision — splitting a beat into equal smaller parts (eighths, sixteenths, triplets)
Hammer	Accent — emphasis on specific beats (the downbeat, the backbeat, polyrhythmic emphasis)
Tilt	Syncopation — placing weight off the expected beat to create pull and forward motion
Spin	Groove — the looping pattern that emerges when pulse + subdivision + accent + syncopation cohere; the thing that makes a beat feel like a particular genre
Lull	The rest — the beat you leave empty on purpose; silence counted as part of the music, so the next sound lands bigger
Crest	Dynamics — how loud or soft the music is, swelling louder and easing softer to give a song its waves
Rush	Tempo — how fast the pulse runs, and speeding up or slowing down to steer the whole mood of a song
Volley	Call-and-response — one player calls a phrase and the others answer it back; music as a conversation traded around a circle
Flurry	The fill — the quick burst of drum notes that carries a song across the turn from one section into the next
The Jam	The whole rhythm section playing together — how pulse, subdivision, accent, and syncopation lock into one groove that lifts everybody up at once

Key ideas at a glance

The big concepts this cast helps you master:

- Rhythm & Beat Basics
 - Melody & Pitch
 - Musical Notation
 - Instrument Families
 - Rhythm Composition & Time Signatures
 - Music History & Genres
 - Music Theory & Harmony
 - Digital Music Production & Sound Design
 - Music Education
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