



I was introduced to Aerodrums back in March of 2014 via a friend who shared a YouTube video of the hardware in use at NAMM.

Immediately I was wowed by what I was watching whilst almost instantly searching for the product online to purchase.

I remember thinking to myself, I don't have the space for an acoustic setup nor do I have the space for an electric setup, this is the answer I have been looking for.

I made my purchase and within a few eagerly awaited days the product arrived. I didn't mess about that day, I ran the installer, plugged in the PS3 camera, and 15 minutes later I was hitting thin air and producing drum sounds whilst doing so. All those years of tapping away on tables and performing air hits whilst listening to my favourite tracks had paid off.

I was playing drums in what was quite a tight space (wouldn't of managed to even squeeze a kick drum) and receiving amazing results.

As an all-round musician who was never taught how to technically play drums, I did wonder how I'd get on with the lack of rebound hits that you would receive from playing an acoustic/electric, however I didn't feel any difficulty in playing whatsoever.

But it's not all about the hardware, whilst the Aerodrums community is still small it appears to be extremely tight nit between the customers, fans and the developers. Plenty of users, including myself, have suggested ideas on how to improve on the software via the forum, Within 24 hours we've had developers responding to feedback, and given that it is possible, have been implemented or put on a list of future endeavours. And for me that is the cherry on the cake.

Since my purchase of Aerodrums, they have been nothing short of one of my favourite investments in the studio. At least twice a week I'll build a playlist of tracks via Spotify, plug in my camera, attach the reflectors to my feet, pick up my sticks and take an hour or two out to hit thin air... I mean drum!

Words by Brett Heaslewood