

Lesson 14

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Signal Processing

Software Plug-Ins

Artificially Simulating Environments through Effects

Q & A

1. Reverberated signals may be divided into three components: (page 506)

1. Direct signal

2. Early reflections

3. Reverberation

2. Early reflections give the listener subconscious cues as to the boundaries of the space. (page 506)

3. In order to make a sound repeat or echo, we first need to record the sound into the software. Afterward we use a plug-in to make the repeat. (page 505)

4. List the major sources of reverberation: (page 507-508)

1. Acoustic (natural)

2. Chamber

3. Plate

4. Spring reverbulator

5. Digital reverbulator

5. Program delays an average of 30-40 ms or greater can be perceived as discrete delays. (page 505)

6. Instead of repeating a performance of a vocalist or instrumental player to add identical recorded tracks, a digital delay is used to electronically double/thicken the original track. (page 504)

7. Mixing the sound with adjustments in frequencies creates an effect that is called flanging (page 504) Reverb refers to the way sound waves reflect off various surfaces

8. By combining two identical signals that are slightly de-tuned in relation to each other and one is slightly delayed, an effect known as chorus is created. (page 504)

9. Discuss reverb and its uses (page 504) Reverb refers to the way sound waves reflect off various surfaces before reaching the listener's ear. Inside and outside sounds will sound different depending on reflective surfaces

10. In working with today's modern DAW (Digital Audio Workstation) we can have access to many effects by inserting _____ into our signal path.