

Soundation Effects - Explanation of basic terms



Filter A high-pass filter only lets through sounds above the cut-off pitch (high sounds). A low-pass filter only lets through lower frequency sounds (deep sounds).

Reverb makes the music sound like it was recorded in an echoic cathedral, or perhaps your bathroom!

Delay adding repeats of the sound as if it were played in a cave.

Degrader This effect is often used to add a 'retro' quality to sounds, like those very popular gaming machines that had 8 bit sound.

Phaser giving a “whoosh” synthetic sound making it sound sci-fi! Indeed, the voice of C-3PO from Star Wars was created by taking the actor's voice and treating it with a phaser.

Distortion is the horrible sound when you record something too loud! Lead guitarists in rock bands, however, like the sound it makes!

Compressor This is an effect that reduces (compresses) the dynamic range of the signal input, so that it isn't so varied.

EQ stands for “Equaliser” and is several tone controls to remove or add more of frequencies like 'high', 'mid' and 'low'.

Limiter This stops sounds being any louder than at the point it is set. Imagine having a teacher who suddenly shouts when you are not expecting it, this device stops it being so loud that it makes you jump!

Fakie This is a weird sounding device, making the music sound digital.

Tremolo This adds a trembling (vibrato) effect to the sound.

Normalise If a sound was recorded at very low level (very quiet), 'normalising' it makes it the loudest it can be before it distorts (not available on SOUNDATION).

Quantising is the process of ensuring notes are set exactly on beats or fractions of beats to fit in exactly with other tracks in the *Arrange Area*. If you mix sounds in the 125 library of sounds with those of 130 it will ask you if you would like to time stretch the sound to fit.

