FX Basics

Dynamics Effects

STOMPBOX DESIGN WORKSHOP

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FX Basics: **Dynamics Effects**

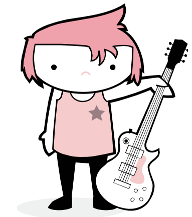
Dynamics effects were the **earliest effects** to be introduced by guitarists.

The simple idea behind dynamics effects is to **amplify or attenuate the amplitude of the electrical signal** coming out from the pickup or microphone.

They first appeared in the 1940s as simple on/off switch boards, evolving to volume pedals in the 1950s.

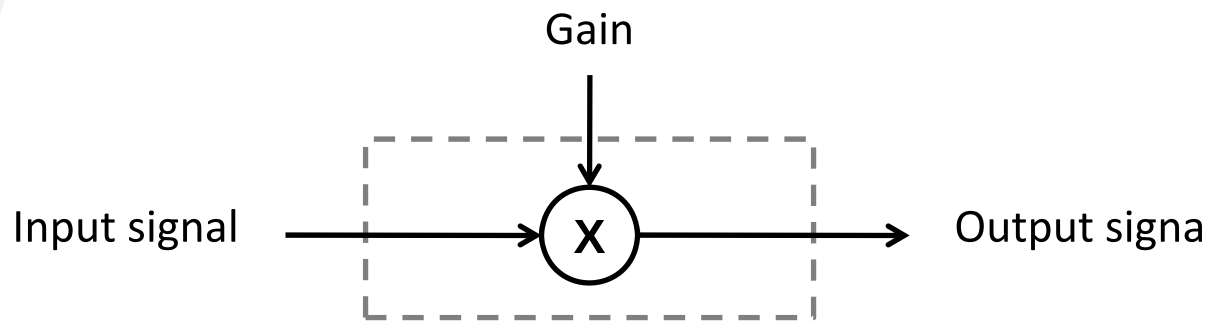
Ex: volume pedal, boost, tremolo,
noise gate, dynamic range compressor

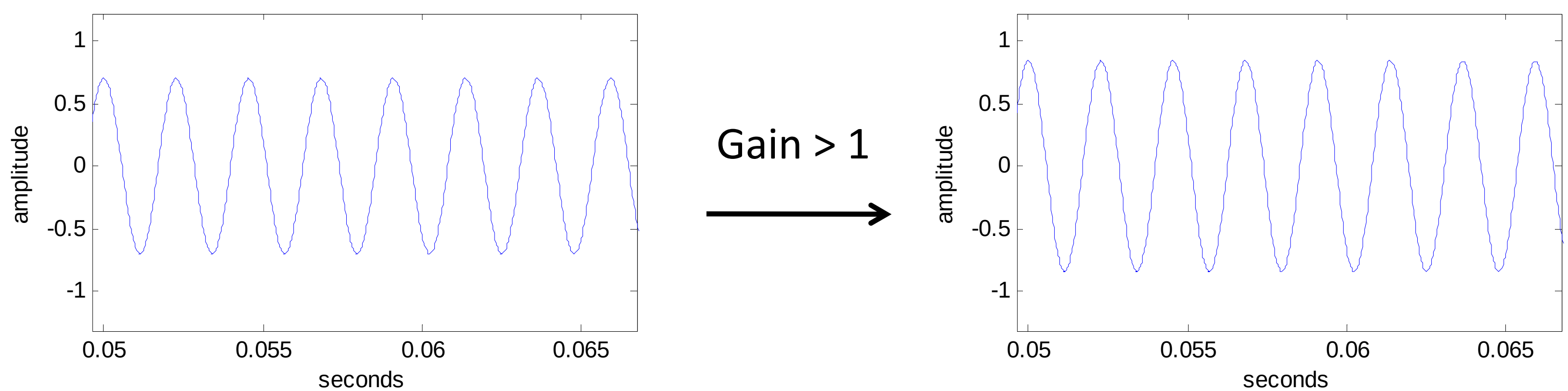
FX Basics:
Dynamics Effects

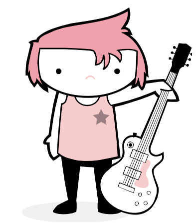


Gain control

Achieved by means of a simple multiplication.



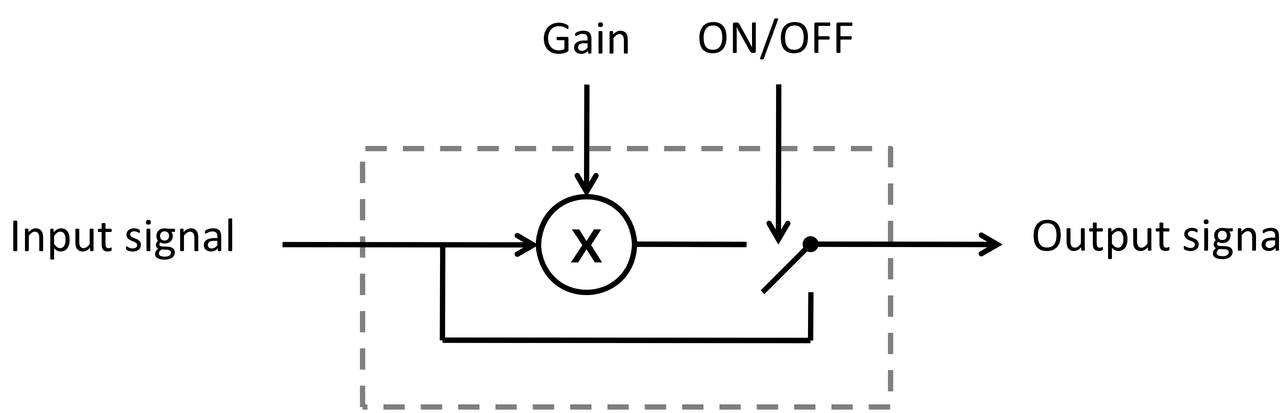




Volume Boost

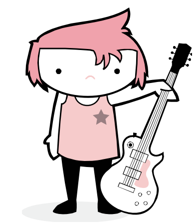
Generally used for *boosting* volume during solos and/or preventing signal loss in long *effect chains*.

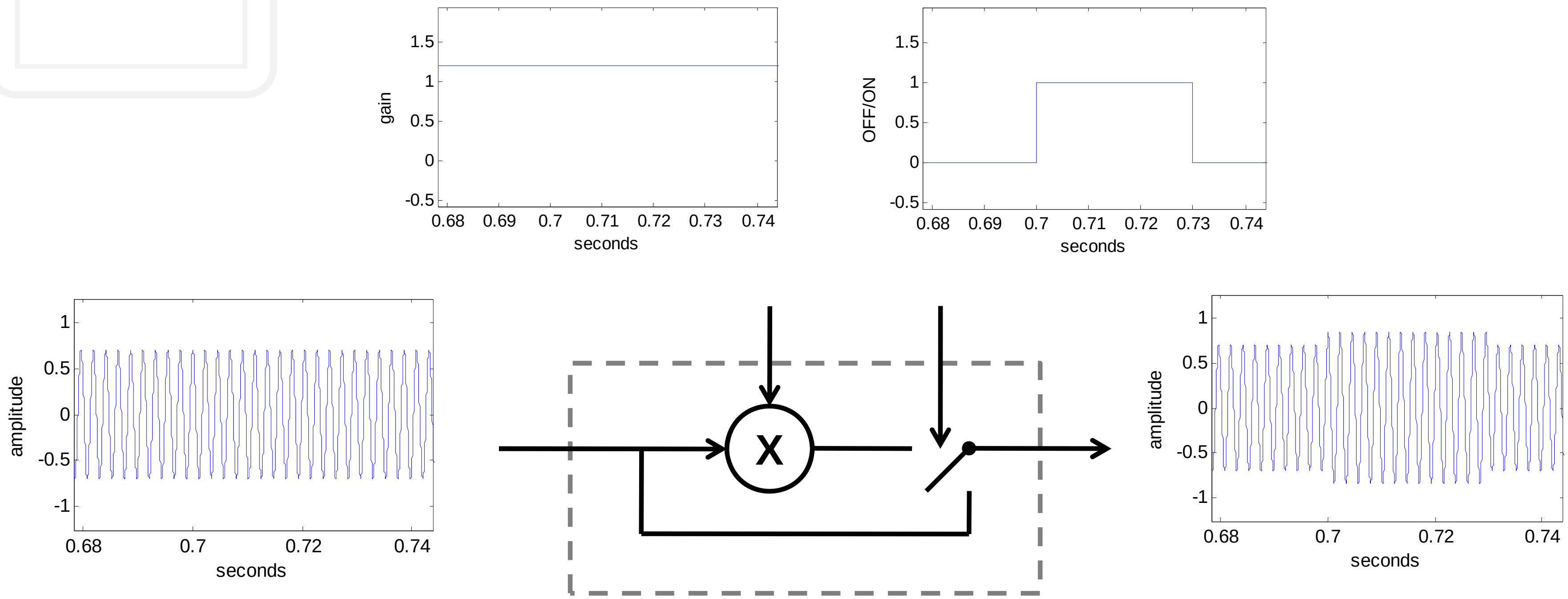
Ex: when switching from rhythm guitar to lead guitar, a guitarist may use a clean boost to increase the volume of his or her solo.



Volume Boost (ii)

FX Basics:
Dynamics Effects





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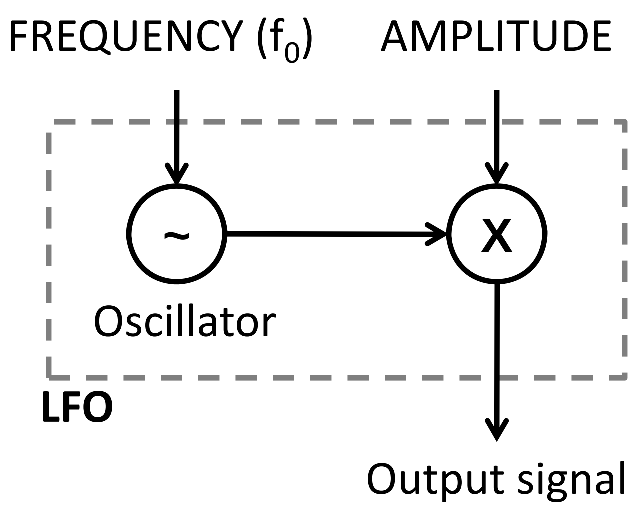
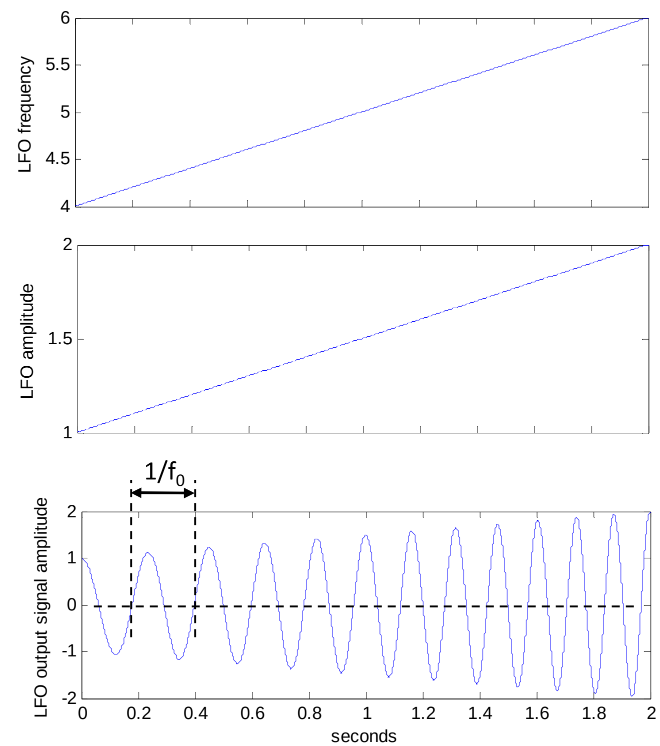
Tremolo

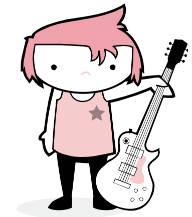
Produces a slight, rapid oscillation of the signal amplitude; not to be confused with *tremolo bar* (pitch oscillation).

Based on the use of a
Low Frequency Oscillator (**LFO**):





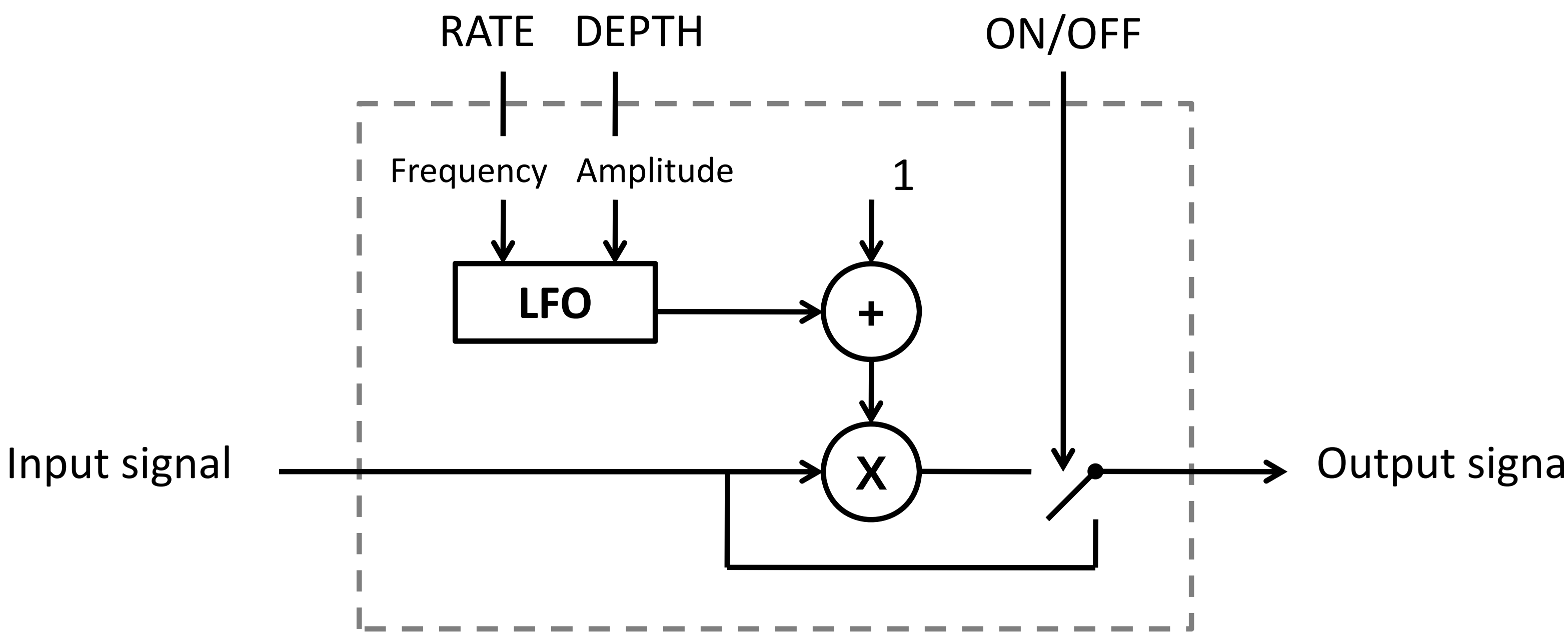
Tremolo (ii)

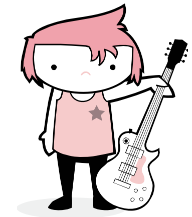


Typically, two controls are offered:

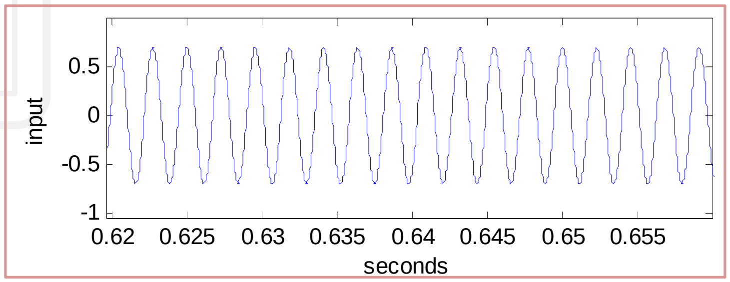
RATE: Sets the frequency of the volume oscillation

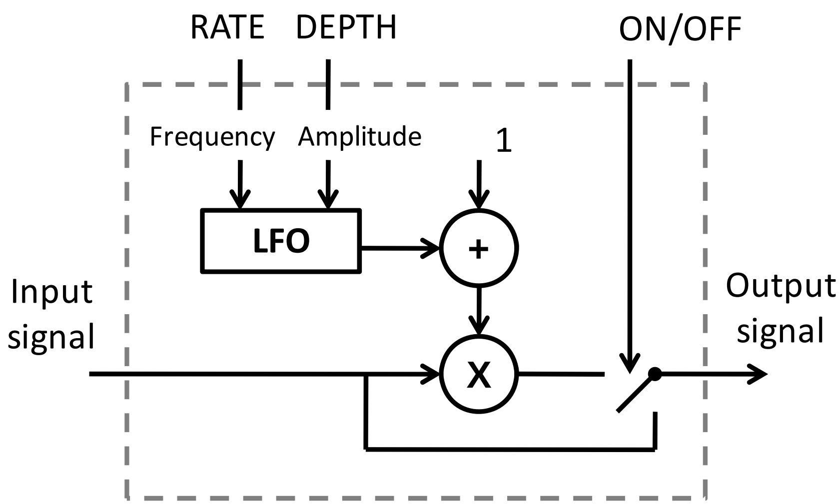
DEPTH: Sets the amplitude of the volume oscillation

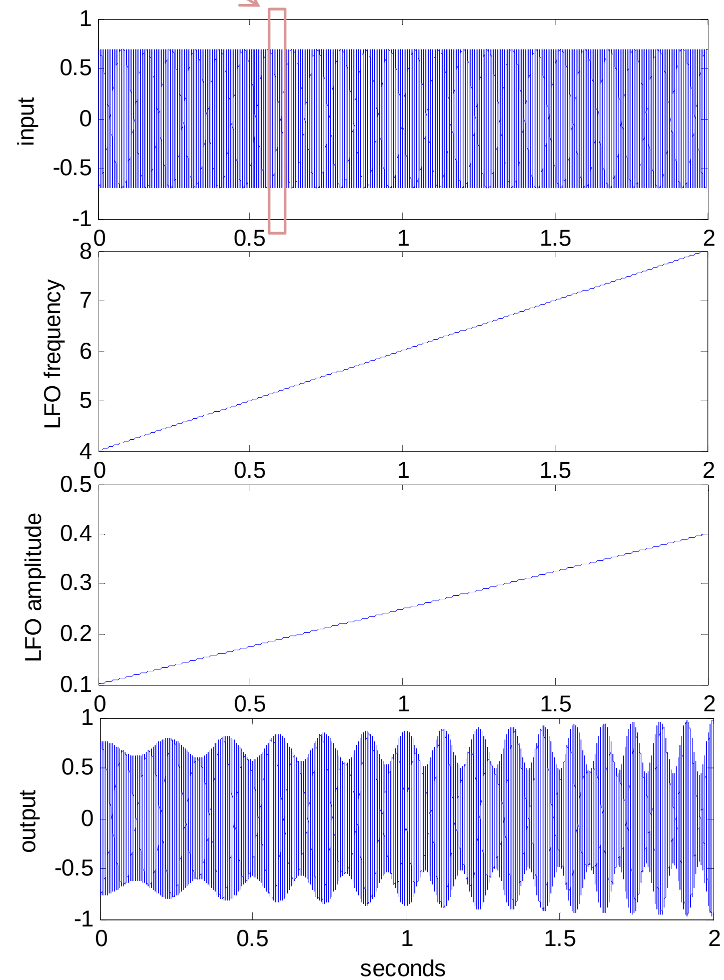




Tremolo (iii)







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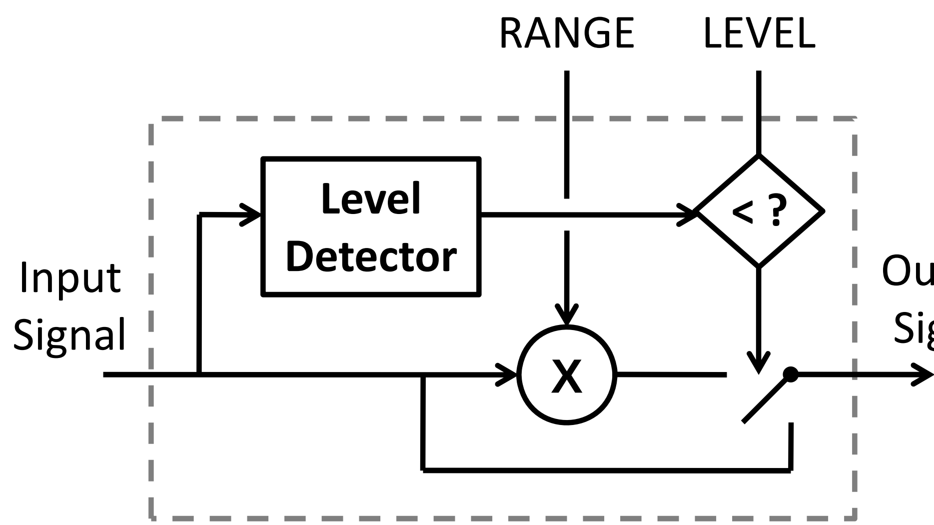
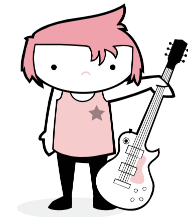
Noise gate

Attenuates signal when its level falls below a given threshold. Both the attenuation and threshold are usually available as user controls (resp. RANGE and LEVEL).

Ex: avoid unwanted noise floor when there is no signal coming from the instrument



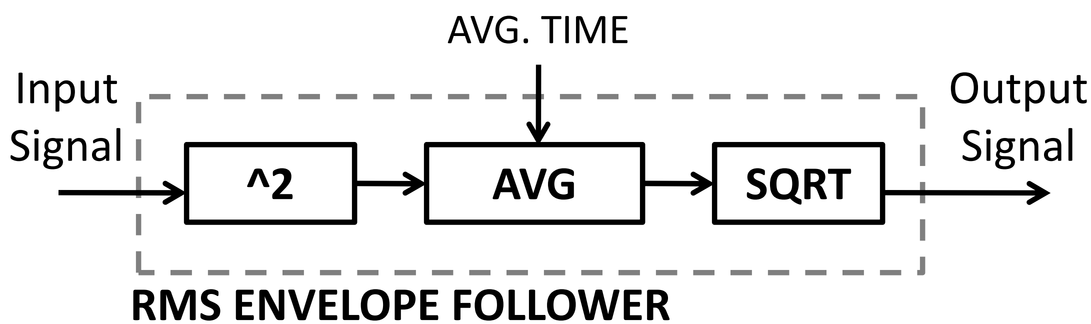


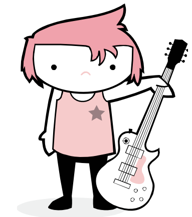
Noise gate (ii)

LEVEL DETECTOR (Envelope Follower):

Often implemented as Root Mean Square (RMS) meter. RMS amplitude provides a measure of effective (short-time averaged) signal intensity.

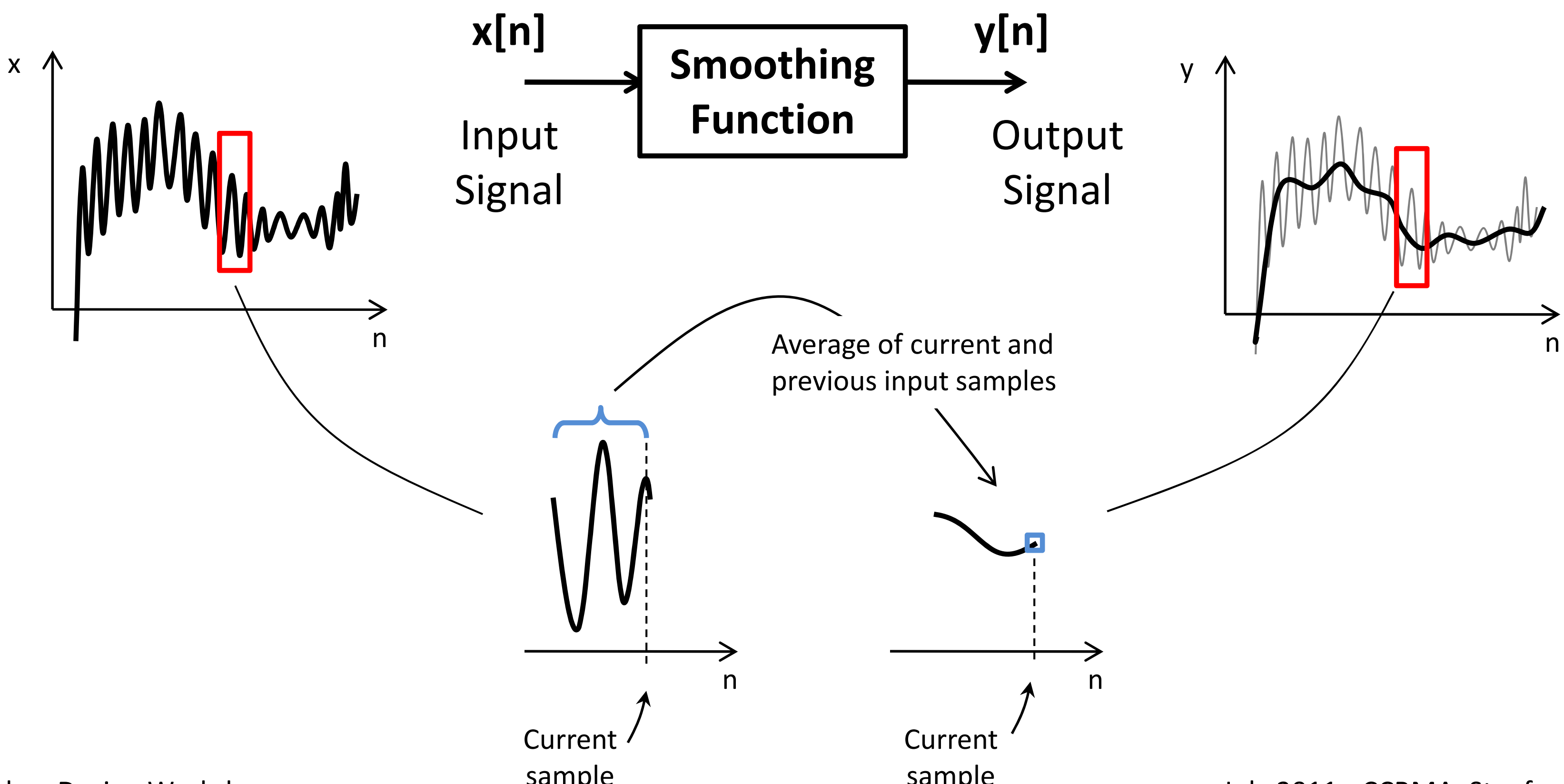
'Averaging time' sets the responsiveness of the meter.

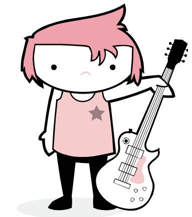




TIME AVERAGE

Acts as a smoothing function:





TIME AVERAGE:

$y[n] = (1/M) \cdot (x[n] + x[n-1] + \ldots + x[n-M+1] + x[n-M])$

Obtain M from ‘averaging time’ : $M = avgTime \cdot f_s$

SMOOTHING WITH RECURSIVE EQUATION:

Find coefficients **a** and **b** so that equation

$y[n] = b_0 \cdot x[n] + b_1 \cdot x[n-1] + \ldots + b_N \cdot x[n-N]$ ⟵ current and previous input samples

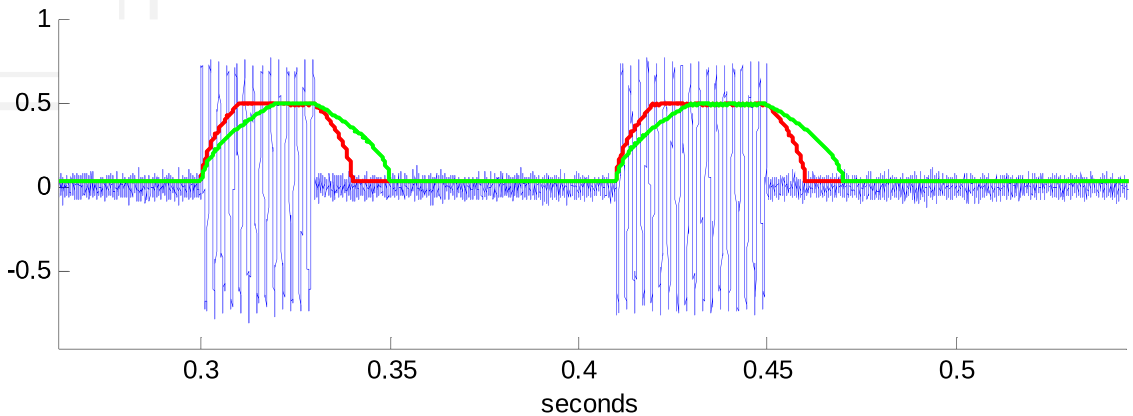
$- a_1 \cdot y[n-1] - \ldots - a_N \cdot y[n-N]$ ⟵ previous output samples

results into a smoothing function.

…digital implementation of a Low Pass (**LP**) filter.

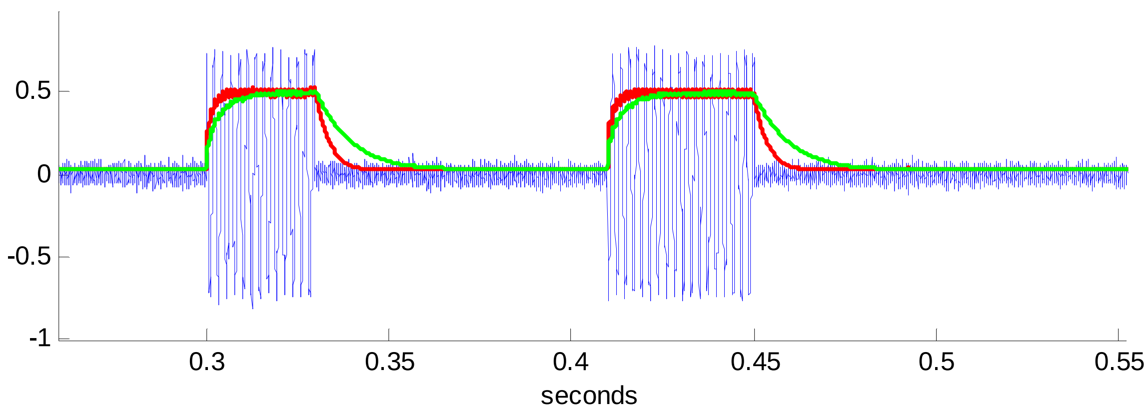
RMS Envelope…

With TIME AVERAGE:

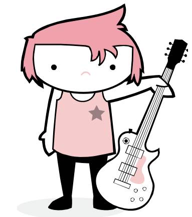


Averaging using **441 and 882 previous samples** respectively (M=441; M=882)

With Smoothing Low-Pass Filter (RECURSIVE):



Both filters only using **1 previous sample** (N=1) !!



FX Basics:
Dynamics Effects

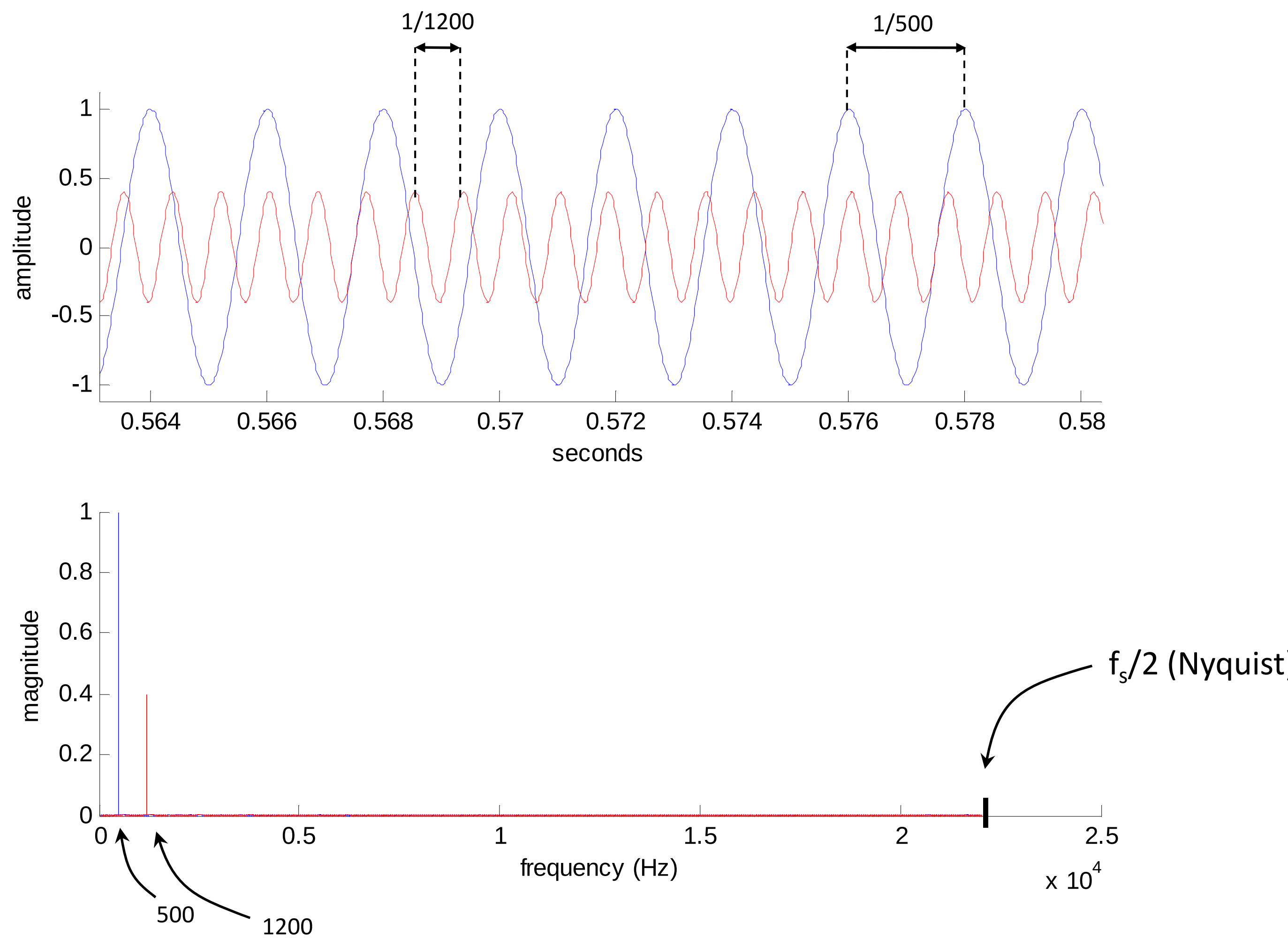
TIME DOMAIN

/

Fourier Transform

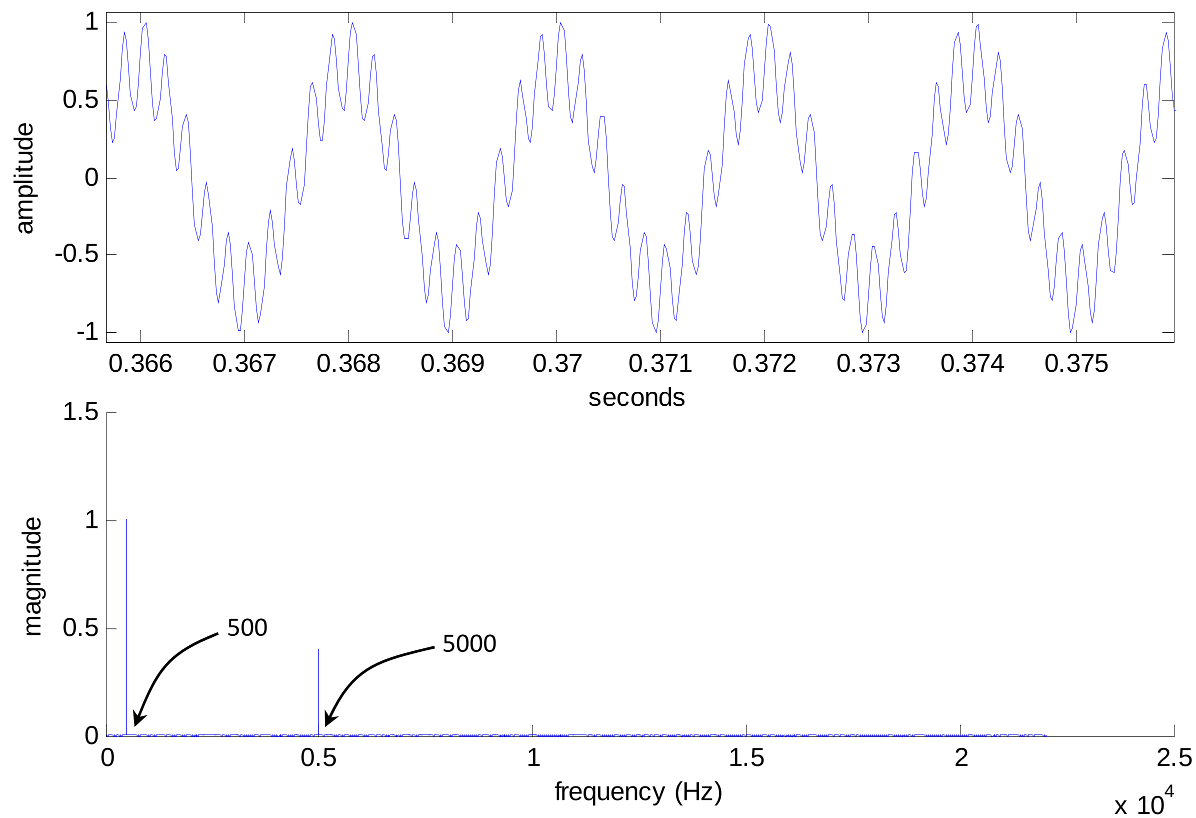
↓

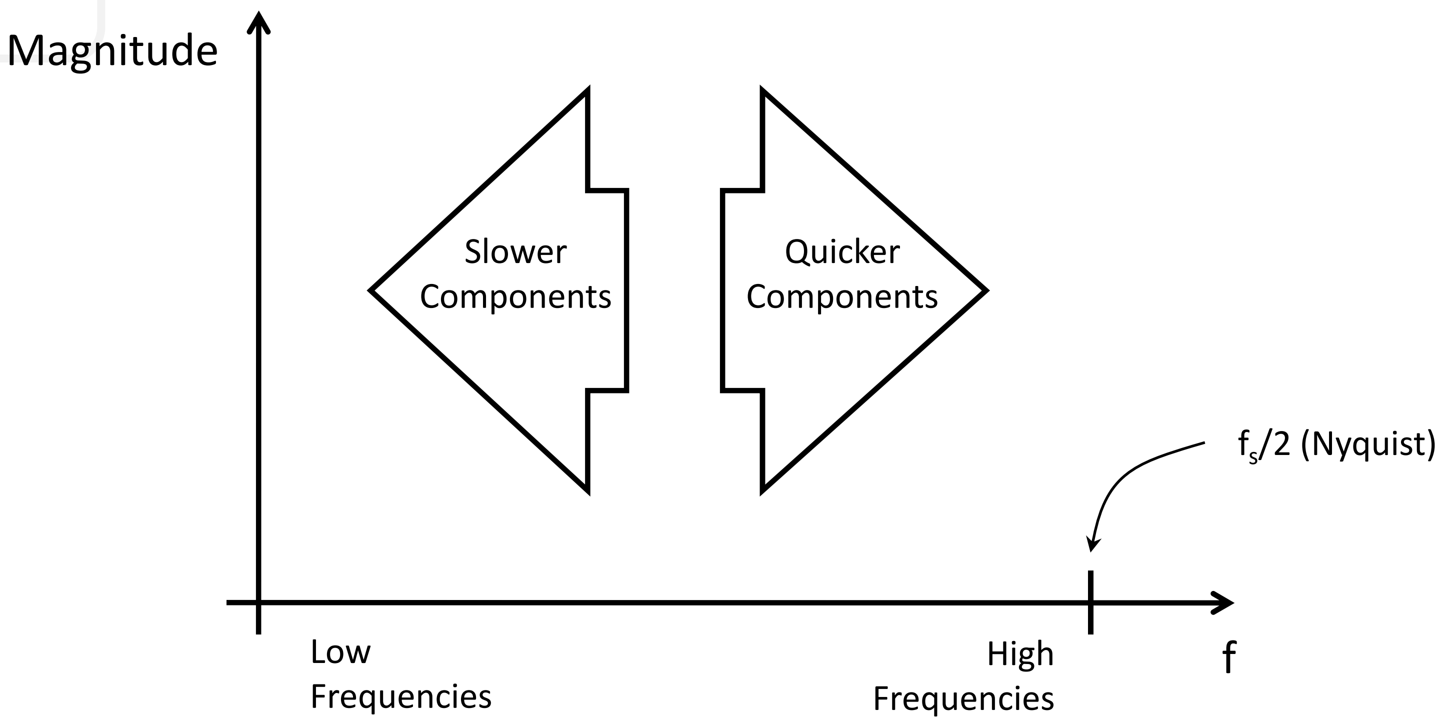
FREQUENCY DOMAIN

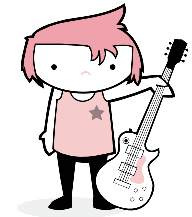


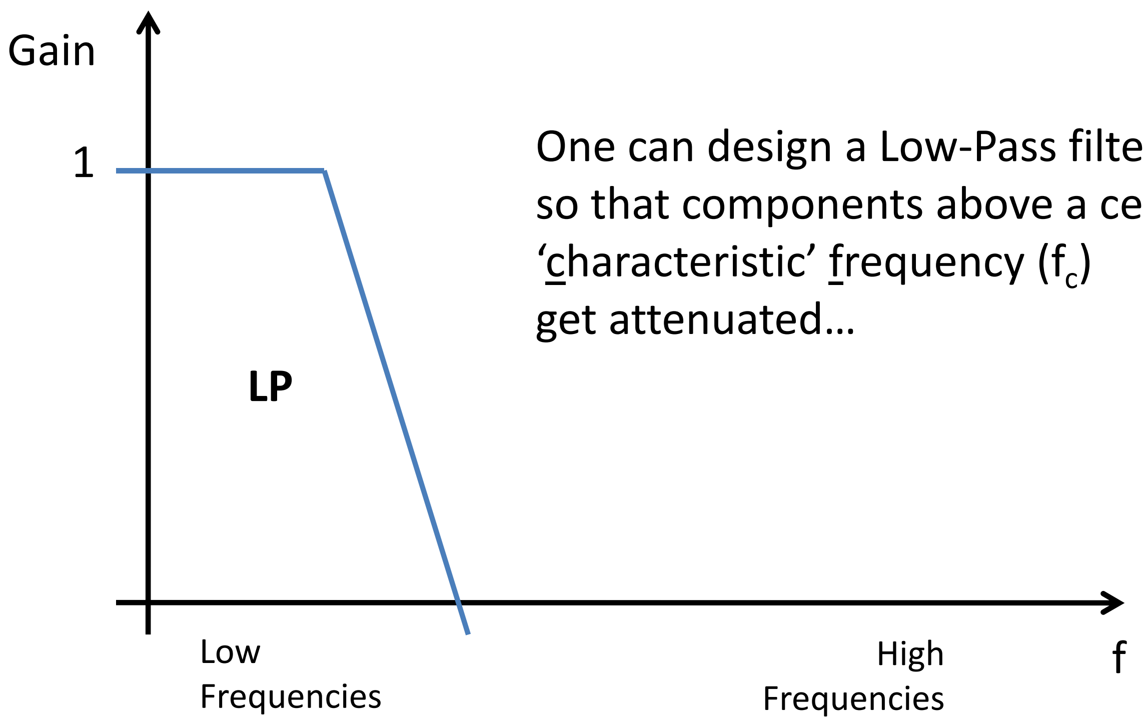
FX Basics: Dynamics Effects

$$x(t) = 1.0 \cdot \sin(2 \cdot \pi \cdot 500 \cdot t) + 0.4 \cdot \sin(2 \cdot \pi \cdot 5000 \cdot t)$$

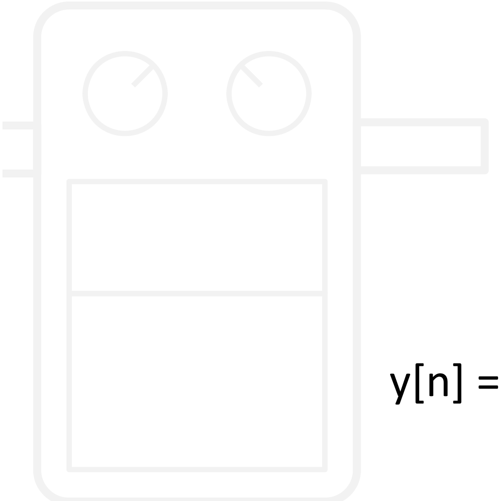



Magnitude
Slower Components
Quicker Components
$f_s/2$ (Nyquist)
Low Frequencies
High Frequencies
f

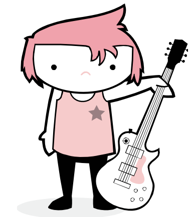




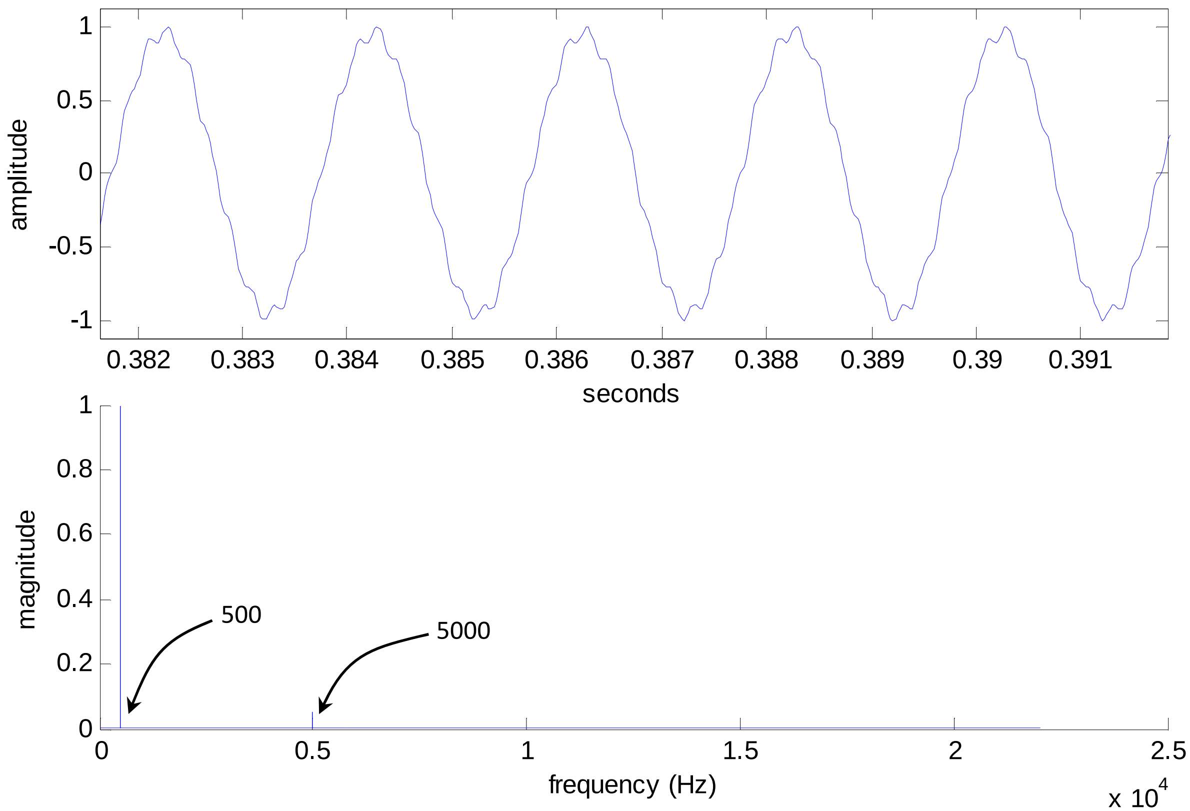
One can design a Low-Pass filter so that components above a certain 'characteristic' frequency (f_c) get attenuated...



FX Basics:
Dynamics Effects



$$y[n] = \mathbf{0.0344} \cdot x[n] + \mathbf{0.0344} \cdot x[n-1] + \mathbf{0.9312} \cdot y[n-1]$$

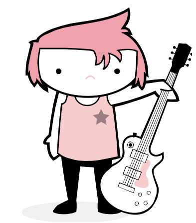


How to 'design' the coefficients? (e.g. how many coefficients? which values?)

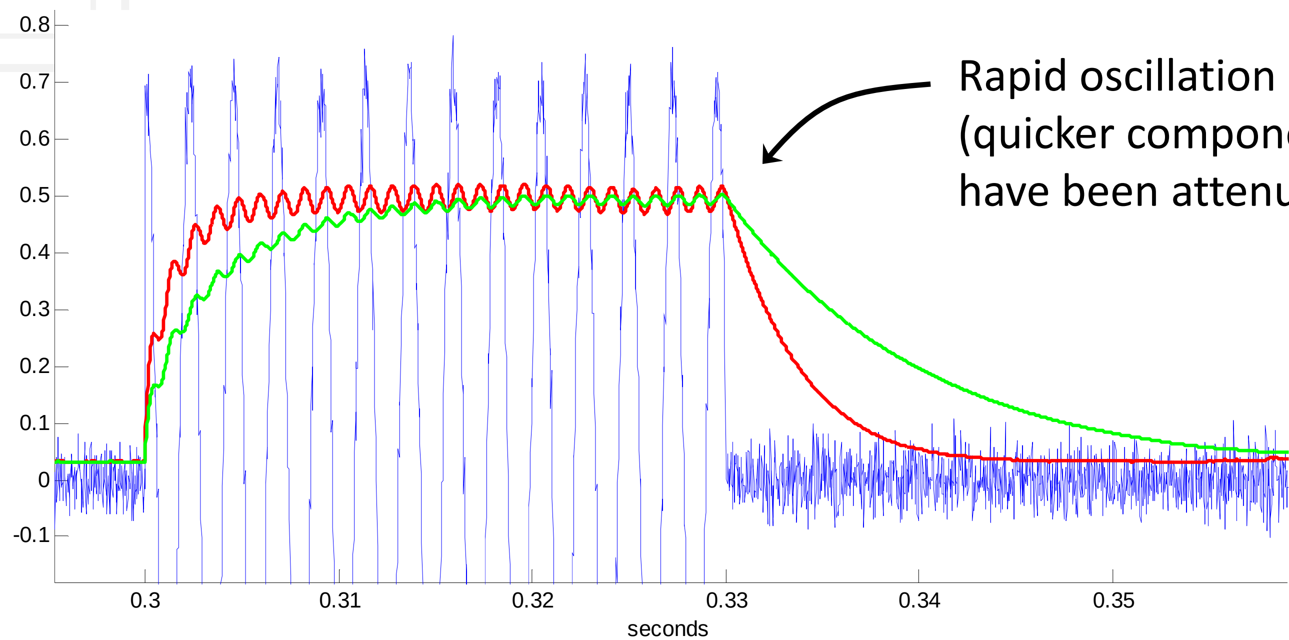
Basics of **DIGITAL FILTERS (to come…)**

Noise gate (iii)

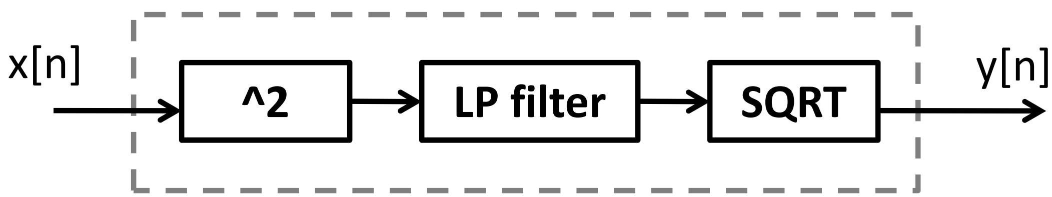
FX Basics:
Dynamics Effects



RMS Envelope Follower



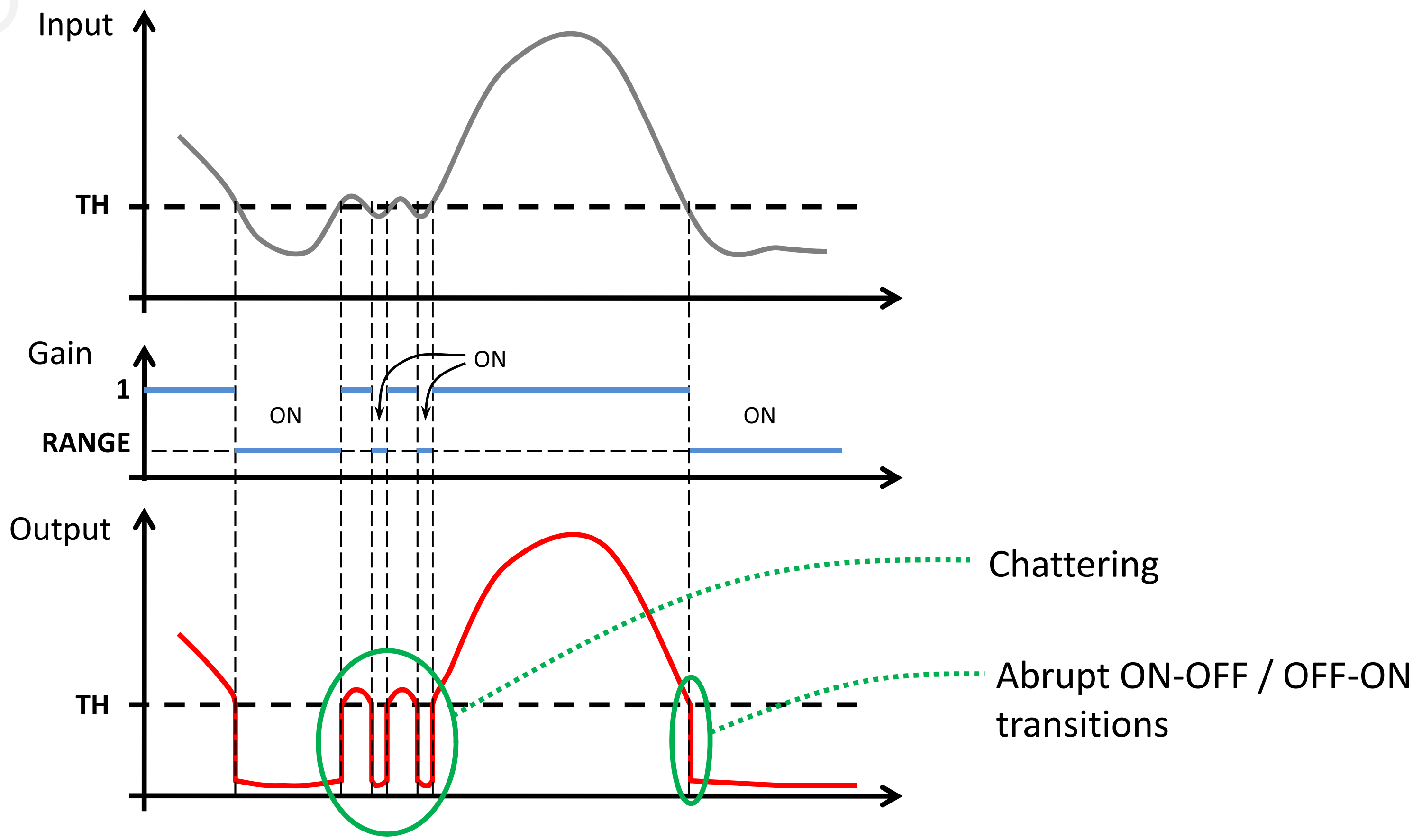
Rapid oscillation (quicker components) have been attenuated



RMS ENVELOPE FOLLOWER

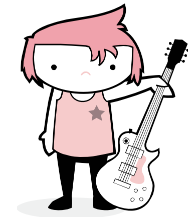
Noise gate (iv)

Example of basic operation

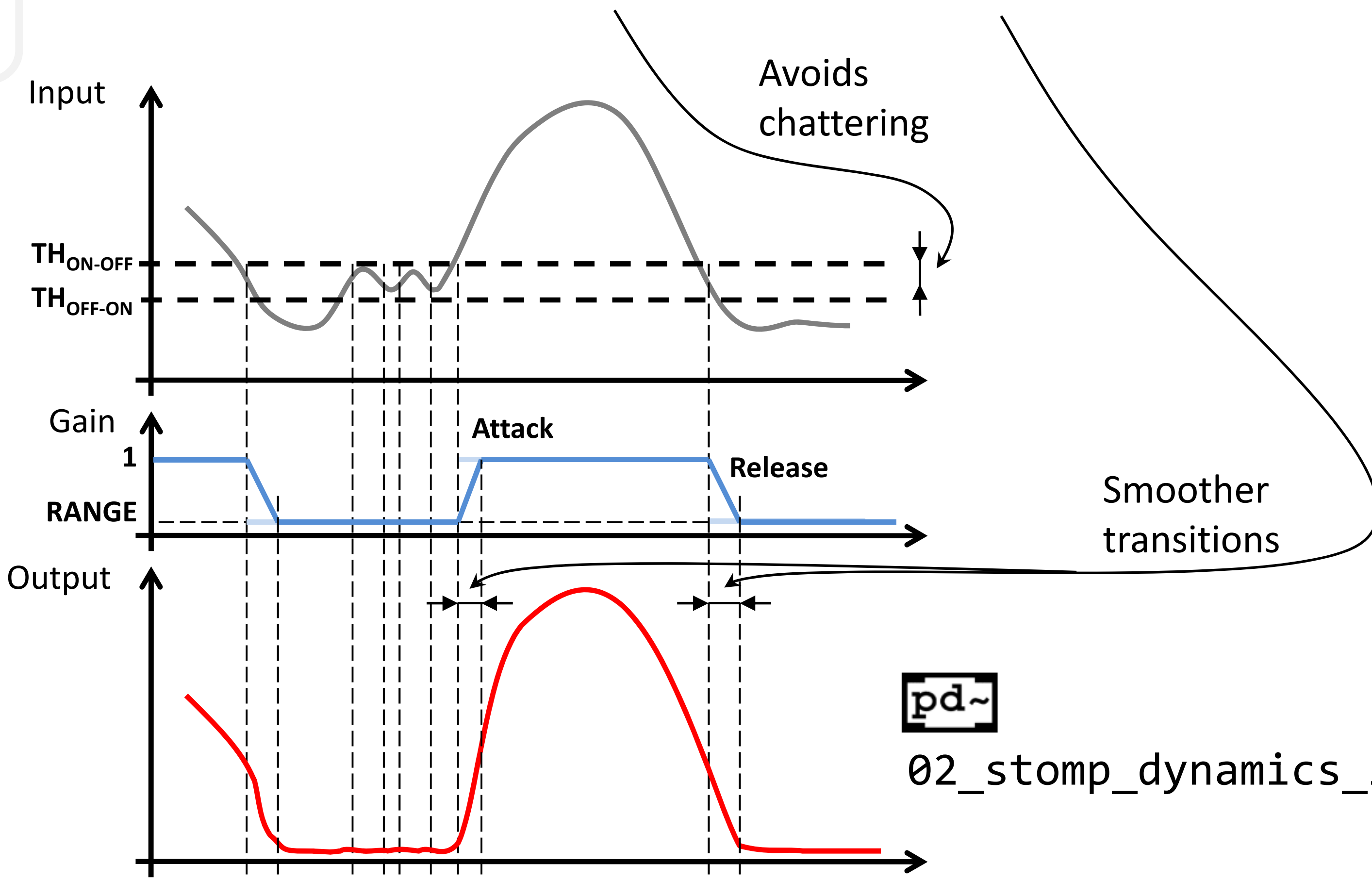


Noise gate (v)

FX Basics:
Dynamics Effects



Noise gates often include **HYSTERESIS** and **ATTACK/RELEASE** times



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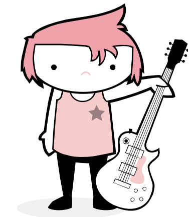
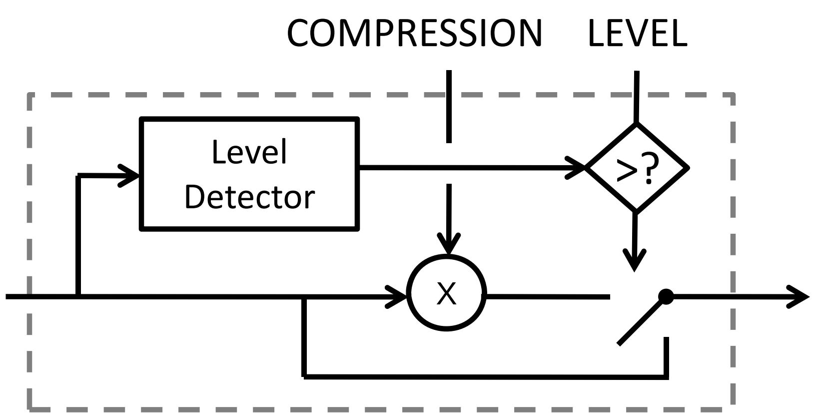
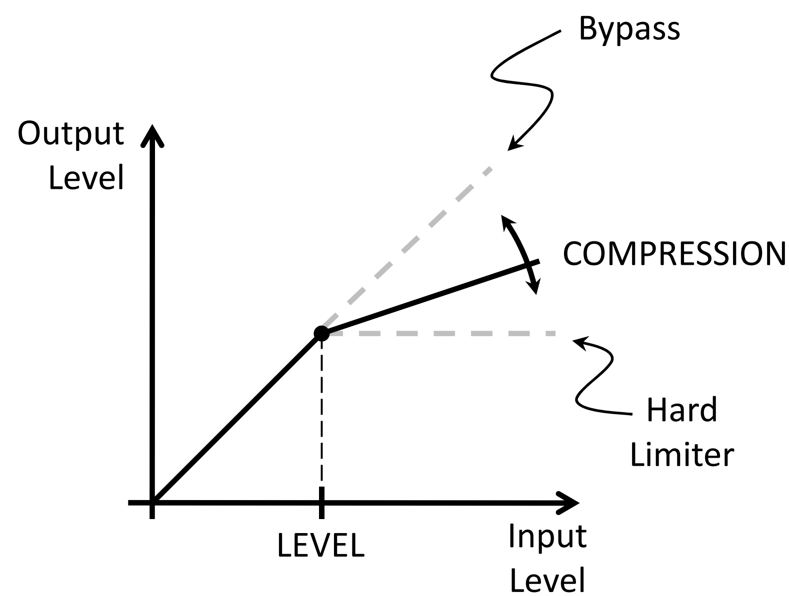


Dynamic Range Compressor

Attenuates the signal when its level its higher than a certain threshold. Both the amount of attenuation and the threshold are the most typical user controls (resp. COMPRESSION/RATIO and LEVEL).

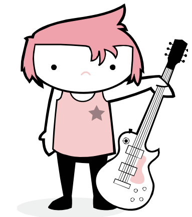
Ex: reduce intensity differences, soften the amplitude of very loud attacks



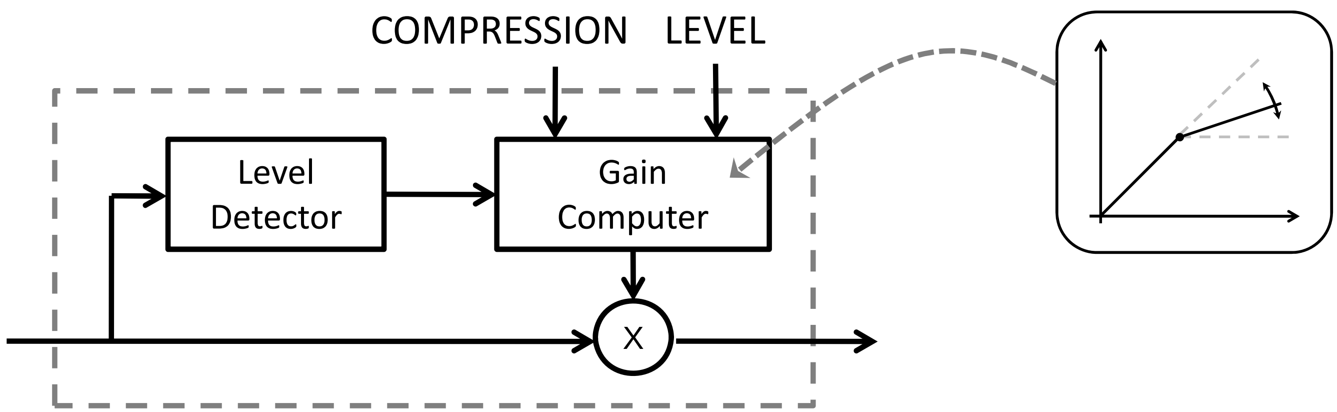


Dynamic Range Compressor (ii)

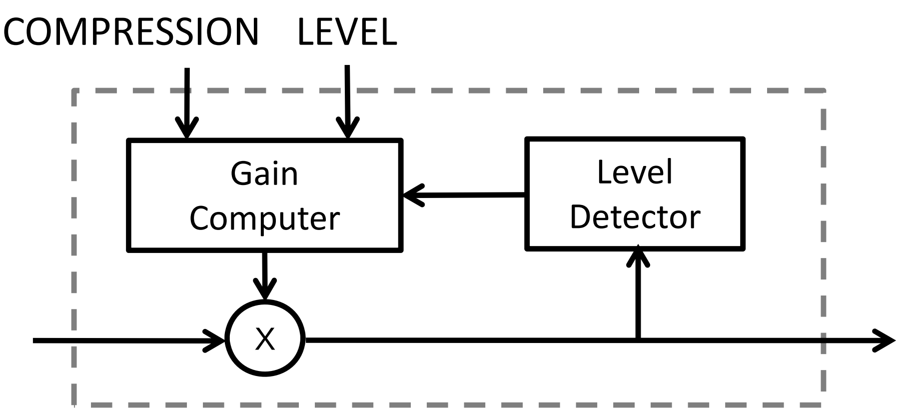
FX Basics:
Dynamics Effects



FEED-FORWARD
basic structure



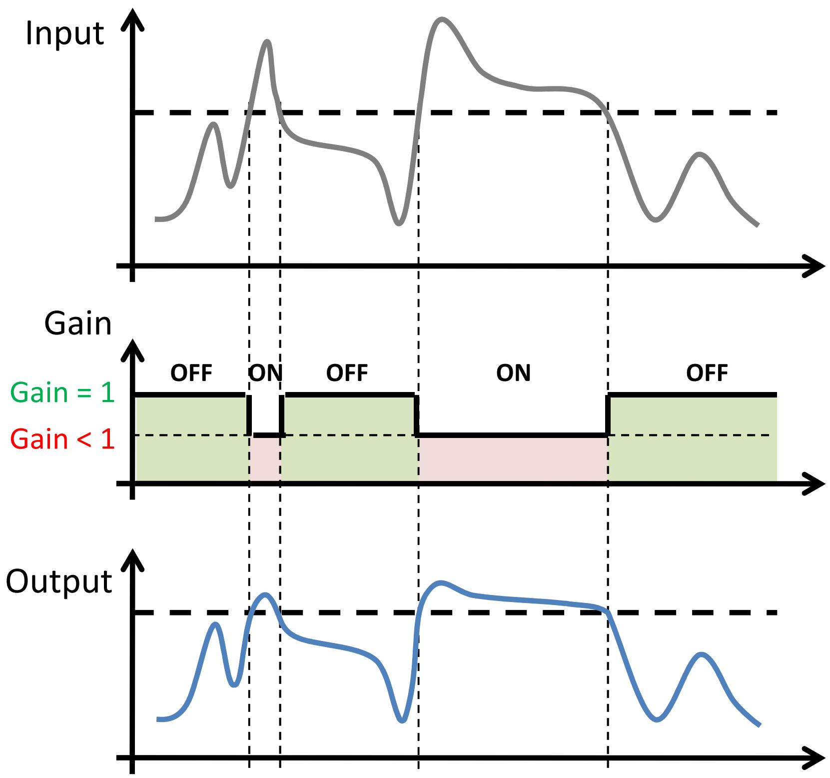
FEED-BACK
basic structure

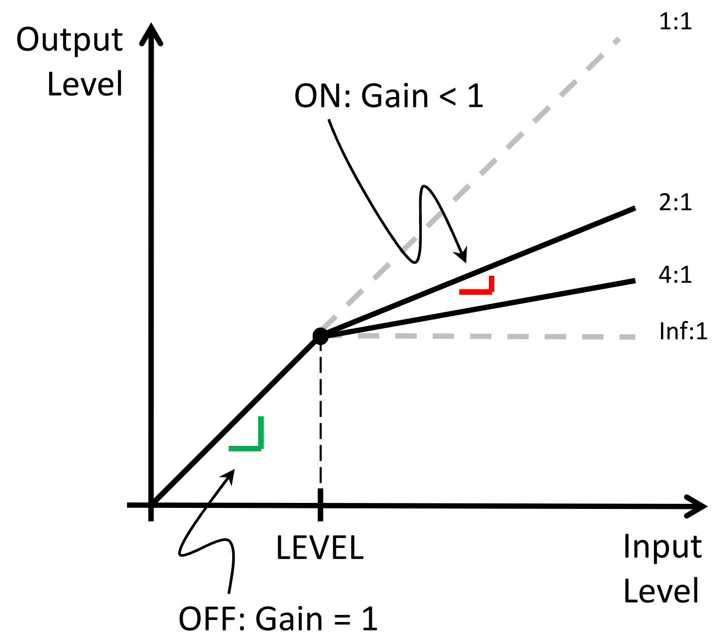


FX Basics:
Dynamics Effects

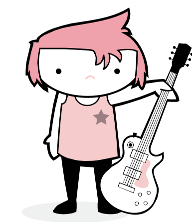
Dynamic Range Compressor (iii)

Example of basic operation





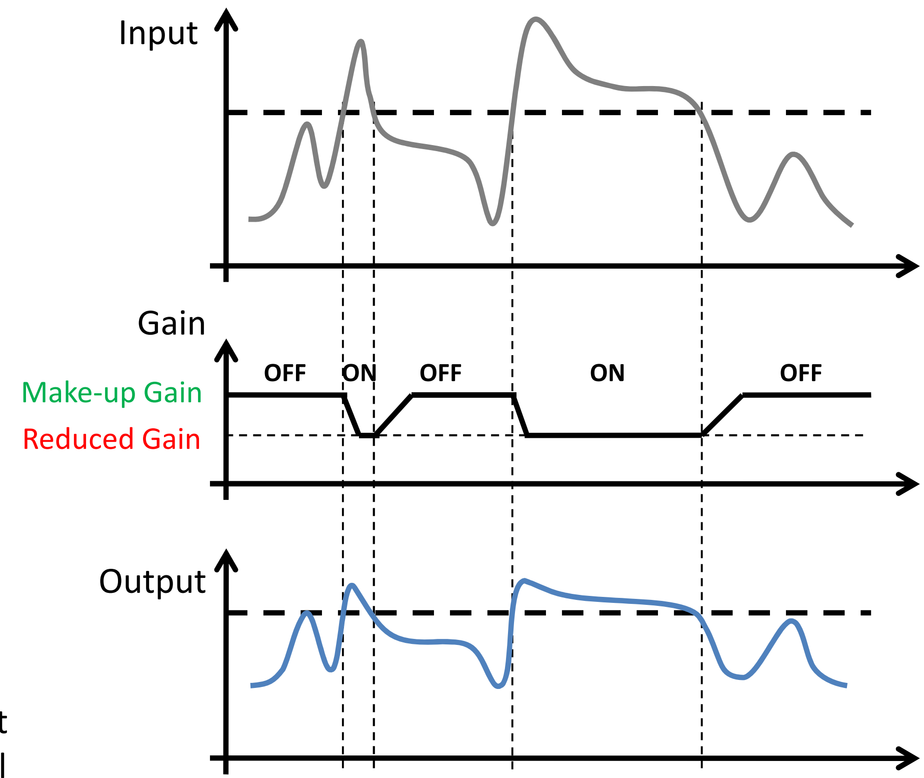
FX Basics:
Dynamics Effects

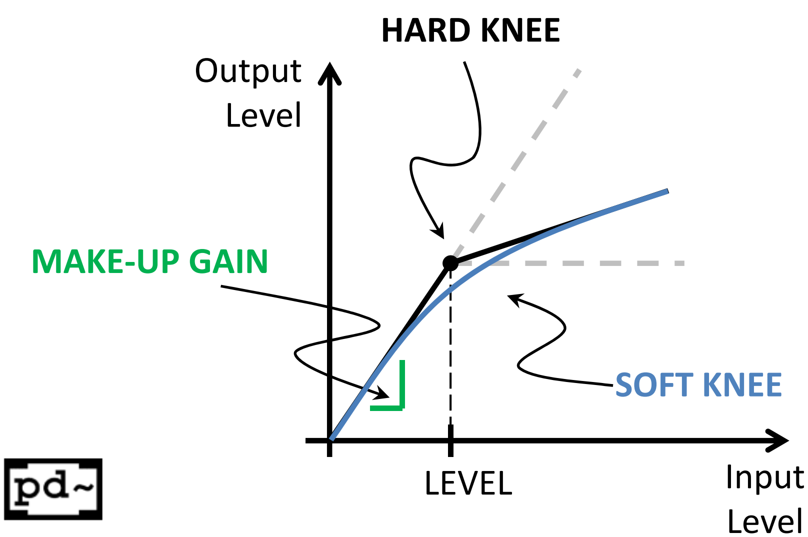


Dynamic Range Compressor (iv)

Further available controls, depending on application:

- ATTACK / RELEASE TIMES
- HARD vs SOFT KNEE
- MAKE-UP GAIN





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