

Music Technology CONTROLS & EFFECTS (1) - Higher

Drag and drop each **control/effect** to match it with the correct definition:

Cut-off frequency	Flanger	Graphical EQ
Harmoniser	Low-pass filter	High-pass filter
Modulation controller	Parametric EQ	Pitch shift

1	Typically, a wheel or a key that is used to add expression or change various elements of a synthesised sound or sample over time.	
2	A type of pitch shifter that combines the 'shifted' notes with the original notes to create two or more note harmony.	
3	A controller that allows precise adjustments to the tone and sound: the levels (boosting or cutting decibels), the centre/primary frequency, and bandwidth (Q) of each frequency.	
4	A recording technique where the original pitch of a sound is raised or lowered, for corrective or creative reasons.	
5	The frequency level above or below which a band-pass filter attenuates (reduces), blocks or removes signals, allowing only the signals within the designated band to pass through.	
6	A filter that only allows high frequency signals, from its cut-off frequency point and above, to pass through, while blocking any lower frequency signals.	
7	A bank of slider controls used to boost or cut a number of equally spaced frequency bands.	
8	A filter that only allows low frequency signals from 0Hz to its cut-off frequency point to pass, while blocking any higher frequency signals.	
9	A time-based effect whereby the original signal is delayed then played back on top of itself. It creates a swirling filter effect as the frequencies cancel each other out in turn. It is similar to a phaser but usually colours the sound more.	