Music Technology CONTROLS & EFFECTS (2) – National 5

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

Gated reverberation (reverb)	Wah-wah/envelope filter	Limiter	
LFO	Noise gate	Pitch bend	Punch in/out

1	A dynamic processor that stops a signal from going over a pre-set limit. It is used in live sound as protection against sudden spikes in a signal that could damage loudspeakers.	
2	A facility in a synthesiser or electronic keyboard that allows the player to smoothly raise and lower the pitch of the sound, usually by means of a wheel that can be tilted forwards and backwards.	
3	A recording technique used to overwrite a portion of a previously recorded track during playback, without having to re-record the whole track. Firstly, a button is pressed during playback to allow re-recording to start. Afterwards, a button is pressed to return to playback mode, preserving the rest of the previously recorded track.	
4	An effect whereby a noise gate is applied to the output of a reverb processor. This results in the natural decay of the sound being cut off sharply, resulting in a rather startling unfinished sound. It is most often used on drums.	
5	An effect often used on bass guitar, electric guitar or keyboards in funk and contemporary jazz music, creating a "quack" or "bow wow" sound.	
6	An electronic frequency which is usually below 20Hz and creates a rhythmic pulse or sweep. This pulse or sweep is used to modulate musical equipment, such as synthesisers, to create audio effects such as vibrato, tremolo and phasing.	
7	A signal-activated switch, with the pre-set threshold determining which frequencies are allowed to pass through. It is effective for reducing or cutting unwanted low-level background noise, when recording using microphones.	

LIVEWORKSHEETS