

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 | |

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|---|---|--|
| 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. | |