

## Week 5 Lecture Outline: Digital Signal Processing

1. Plug-ins—what are they?
2. Use inline (i.e. in each input track) or send to an aux channel
3. Ordering multiple plug-ins—yes, the order DOES matter to the end result—usually reverb last
4. Parametric equalizer (EQ)—what it does. DP MW Equalizer plug-in
  - a. Each band must be turned on!
  - b. Set frequency (depends on type chosen—i.e. bandpass, shelving, etc.)
  - c. Set amount
  - d. Set bandwidth (called 'Q')
  - e. Steepness of rolloff
5. Automating plug-ins
  - a. **TURN ON TRACK PLAY AUTOMATION or nothin's gonna happen!!**
  - b. Bypass
  - c. Parameters to automate
  - d. Live recording of parameter changes—set plugin AUTO to record
  - e. Drawing/modifying parameters in sequence editor (TOOLS-Shift-O)
6. DP eVerb
  - a. What is reverb
  - b. Wet/dry mix
  - c. Reverb time
  - d. Initial reflections/predelay
  - e. Shelf filter
  - f. Diffusion
  - g. Using DP reverb presets
7. DP echo (delay)
  - a. Real-time or beat/note value/bars grid
  - b. Setting taps
  - c. Feedback sends delay tap back into itself for multiple taps—can die away, stay equal or build-up—Be careful not to have feedback exceed 100% gain or it will build up indefinitely and cause distortion
8. DP Chorus if time permits
  - a. Modulation of depth
  - b. Wet pan
  - c. Dry pan