

General Instructions for Signal Processor Emulation for Audio I students

Each computer has specialized setup to demonstrate the following signal processors:

- Compressors
- Gates
- Limiters
- Parametric EQs
- Reverberators

Each example uses window layouts similar to the following:

The screenshot shows a DAW interface with several windows and annotations. At the top, a transport control window has a play button highlighted with an arrow pointing to a callout box that says "You can Stop and Play with the spacebar". To the right, a "Chunks" table lists various signal processor examples. Below the transport, a "Bass Compression" window is visible. On the left, a track list shows "Bass" and "Master-1" tracks with solo and volume controls. A callout box points to these controls, stating "Use these controls to solo tracks and adjust level". The main window is the "Effects (Compress the Bass F1)" window, which contains a compressor plugin. A callout box points to a dropdown menu in this window, stating "Controls for the processors appear in this window. Select the track with this drop down menu". The compressor window shows parameters for Input Level, Control Level, Attenuation Level, Attack (8.91 ms), Release (0.11 sec), Threshold (-35 dB), and Ratio (2.05 : 1). The MOTU Dynamics v2.0.1 logo is visible at the bottom right of the plugin window.

TYPE	PLAY	END TIME	NAME	COMMENT
-	-	73 1000	Compress the Bass F1	
-	-	66 1000	Gate the Snare F2	
-	-	126 1000	Gate the drums F3	
-	-	50 1000	Compress the Vox F4	
-	-	73 1000	Limit the Mix F5	

Mixer Controls to use and avoid. Please don't click on the icons of the title bar.

