Windowing is a technique used to develop finite impulse response filters, which represent a separation (truncate) between the filter spaces, thus limiting the filter to a certain interval. When windowing is applied, that is, there is truncation in the function, it is possible to modify the shape of the sync curve, so that the fluctuations in the filter samples - what is known as Gibbs effects - are attenuated, being compared to a correction factor and determining how many coefficients the filter will have.