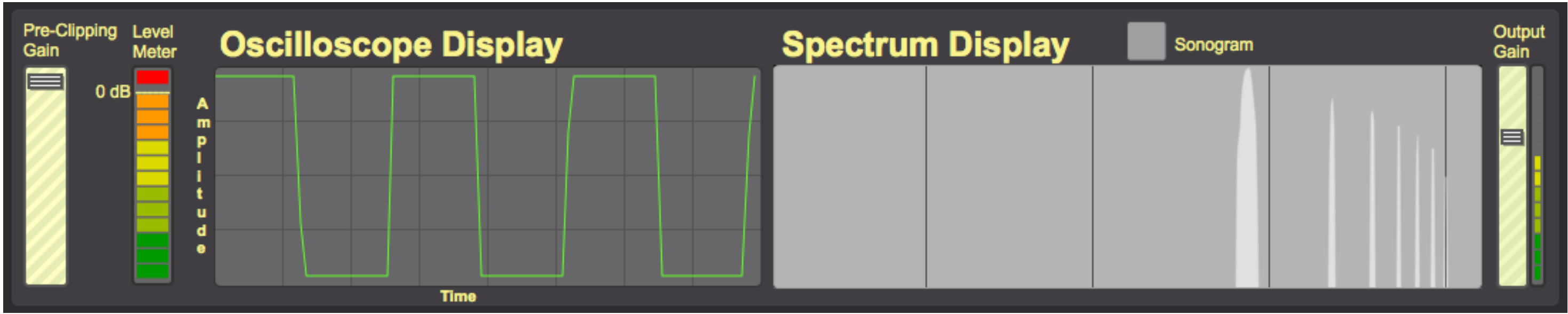


Dynamic Range

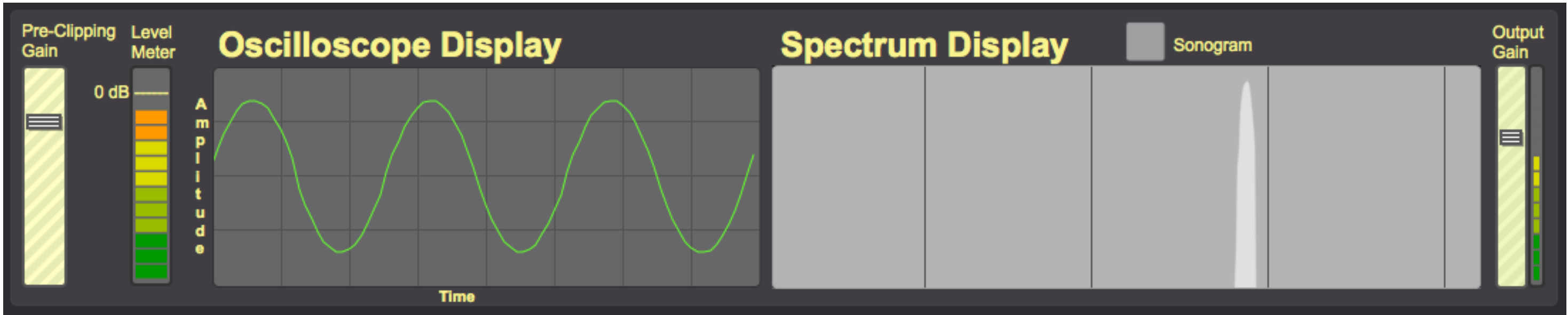
Sound exists along this spectrum, and it impacts everything we do with audio.



Distortion is a variation of the signal. It has a changed waveshape and contains additional upper partials.

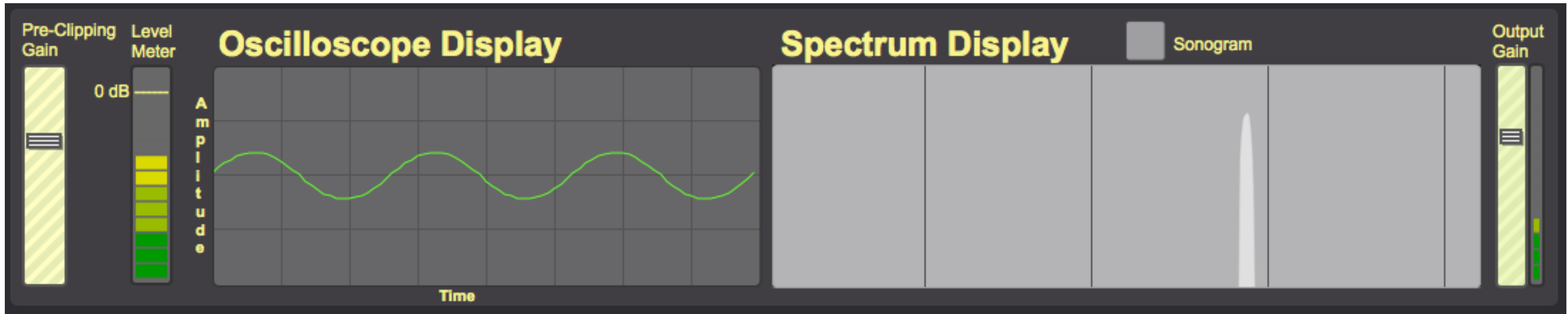
Distorted
Driven
Saturated
Clipping
Non-linear

Distortion



The **linear** or **accurate dynamic range** is where we usually try to keep the signal.

Linear
Clean
Transparent
Accurate



Noise is unrelated to the signal itself. This will make it difficult to understand the signal.

Noise
Hiss
Hum
Rumble

Noise Floor

Dynamic Range

Level (in dB)