A VST3 Effector Demo

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Project Website: https://github.com/SuomiKP31/JUCE_VST3_Mixer

I was a hobbyist DJ since 2019, when I bought one of Pioneer Electronics mixpads. They are roughly $500 devices that are capable of messing with audio samples, both real-time and offline. They can be used in mixing sessions, say a nightclub dance pool, or at home for composing. I was digging for some of the more interesting effectors that are built in with them, and now I want to try make some by myself. I did some framework research and choose to use JUCE to build a VST3 plugin of my own, which does roughly the same thing as the mixpad, except using the computer's soundcard.

Why is the logic behind the effectors important?

Effectors, or Effects Units, are an essential part of modern music production. Through previously unimaginable ways of manipulating samples, musicians in the electronic composing era can create a completely new auditory experience. This project will explore some of the more classic effectors as both the mean of reviewing filtering & sampling manipulation techniques and an admiration expressed to the pioneers of EDM music.

Deliverables and Update Schedule:

A VST3 plugin written in C++, a presentation introducing IIR filters, LFOs and many other cool concepts about EDM composing to the class, with a two-minute real time mixing performance using this plugin. I expect myself to make at least 4

effectors in 2 months.

Team Member:

Zhixin Fang