

MU45 Project 2 Report

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In this project, I added Q and fc adjustment sliders to the user to allow maximum adjustability. I also attached labels to all of the sliders so the user knows which knob they are using. The layout of the plugin is in symmetrical shape, sorted with frequencies ranging from low to high, so the user can use easily by logic.

I have done several things to make my plugin better. First, I added a background with a black overlay that I edited on Photoshop, so it makes it good looking and easier to use (not blocking the view of the knobs and text editors). I also added High/Low pass filters to give more customizability. I also added four presets button, that users can try to make their song sound different.

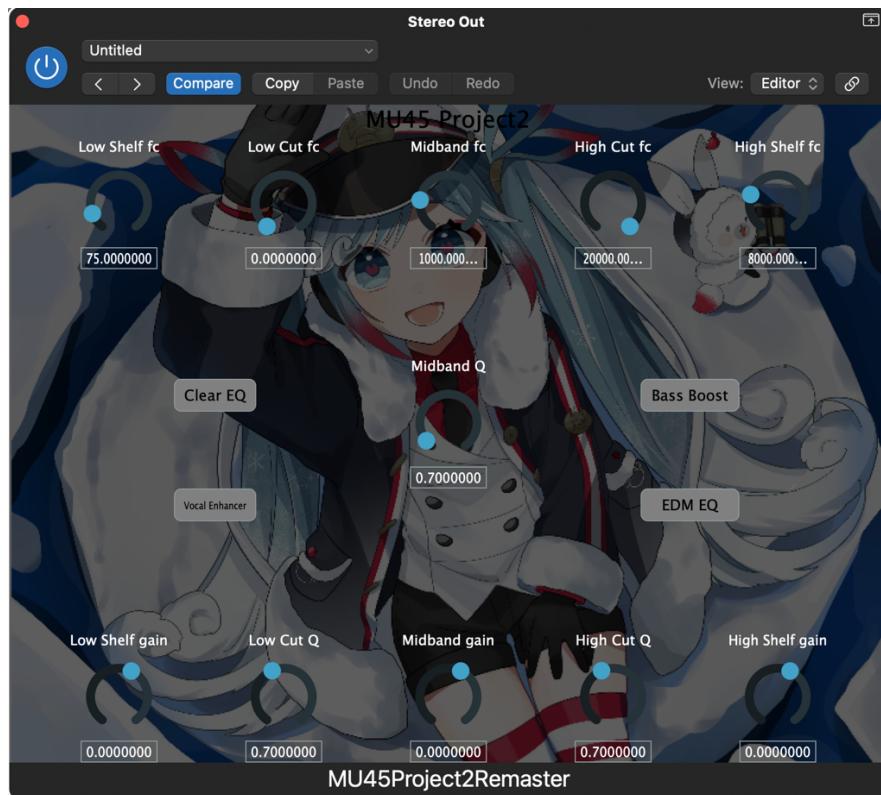


Figure: Project GUI



Figure: Frequency response of the white noise file for testing, without any gain



Figure: Frequency response after low shelf boost



Figure: Frequency response after high shelf boost



Figure: Frequency response after notch boost



Figure: notch boost with a different frequency and Q

In my second verification, I first used my high cut, so it sound muddy first. Then I used my notch gain, so middle frequencies get boosted. Then I turned the gain of the middle gain down, and it gets cut out. I then changed my q higherfor the middle notch gain, and repeated the process. Since it Q is higher, whenever I changed the gain, the change of the sound is minimal. Then I demonstrated the high and low shelf by setting the gain into their upper and lower extreme. I then created a sweeping effect (like a flanger) using automation on my notch FC parameter, and with a constant gain.

In my application track, the verse is bass boosted using the low shelf below 100Hz. There an automation with the notch boost, creating a sweeping effect in the second part of the verse.

