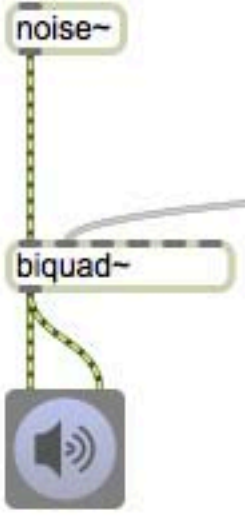
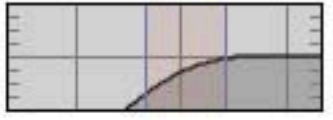
filtergraph~

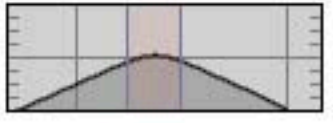


Lowpass
cutoff frequency, gain and Q

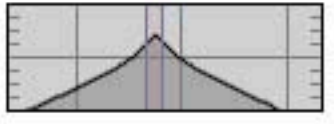
Highpass
cutoff frequency, gain and Q



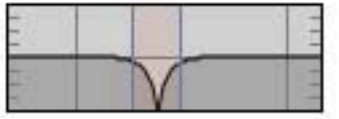
Bandpass
center frequency, gain and Q (determining bandwidth at -3dB from center freq)



Resonant
(bandpass w/ constant skirtwidth)
center frequency, gain and Q (determining bandwidth at -3dB from center freq)



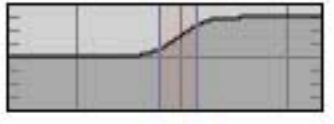
Bandstop
center frequency, gain and Q (determining bandwidth at -3dB from center freq)



Peak/Notch
center frequency, gain and Q (determining bandwidth at -3dB/+3dB from center freq)

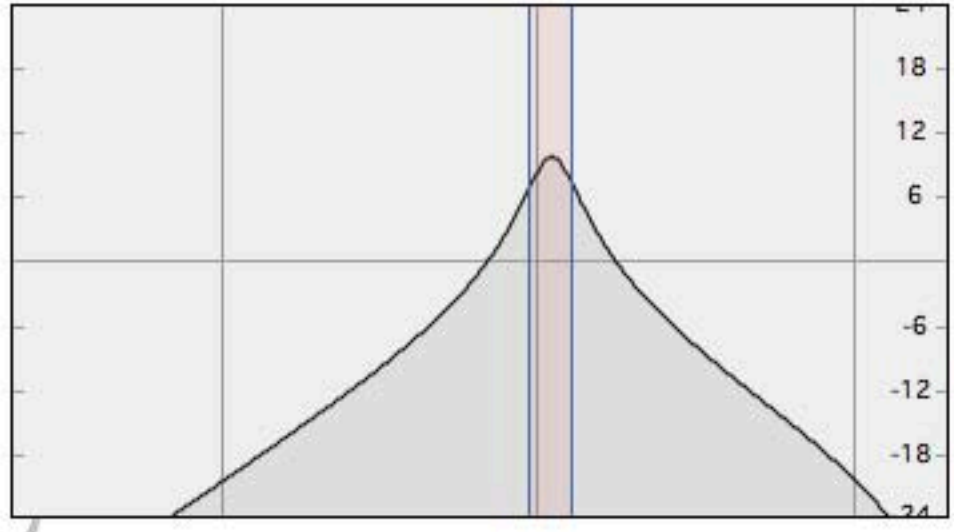
Low Shelf
center frequency, shelf gain and S (determining transition width at -3dB/+3dB from c.freq)

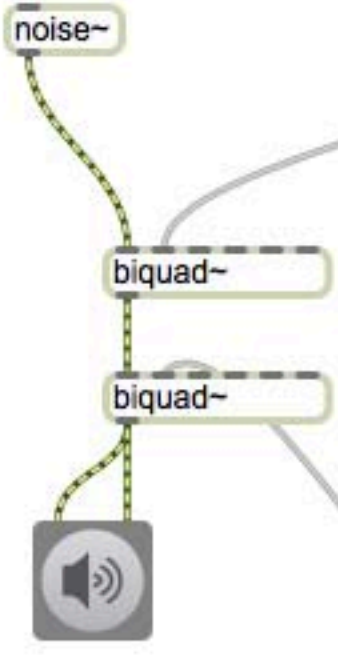
High Shelf
center frequency, shelf gain and S (determining transition width at -3dB/+3dB from c.freq)

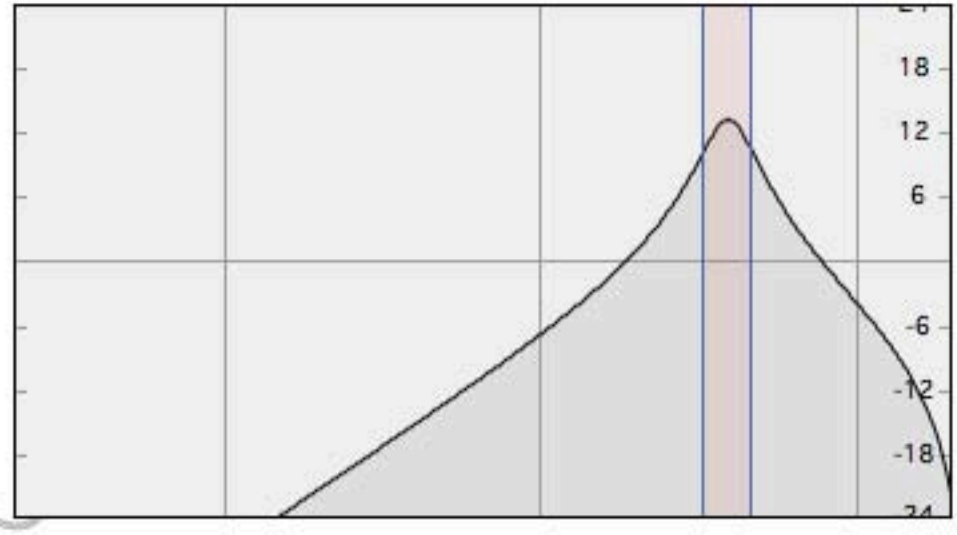


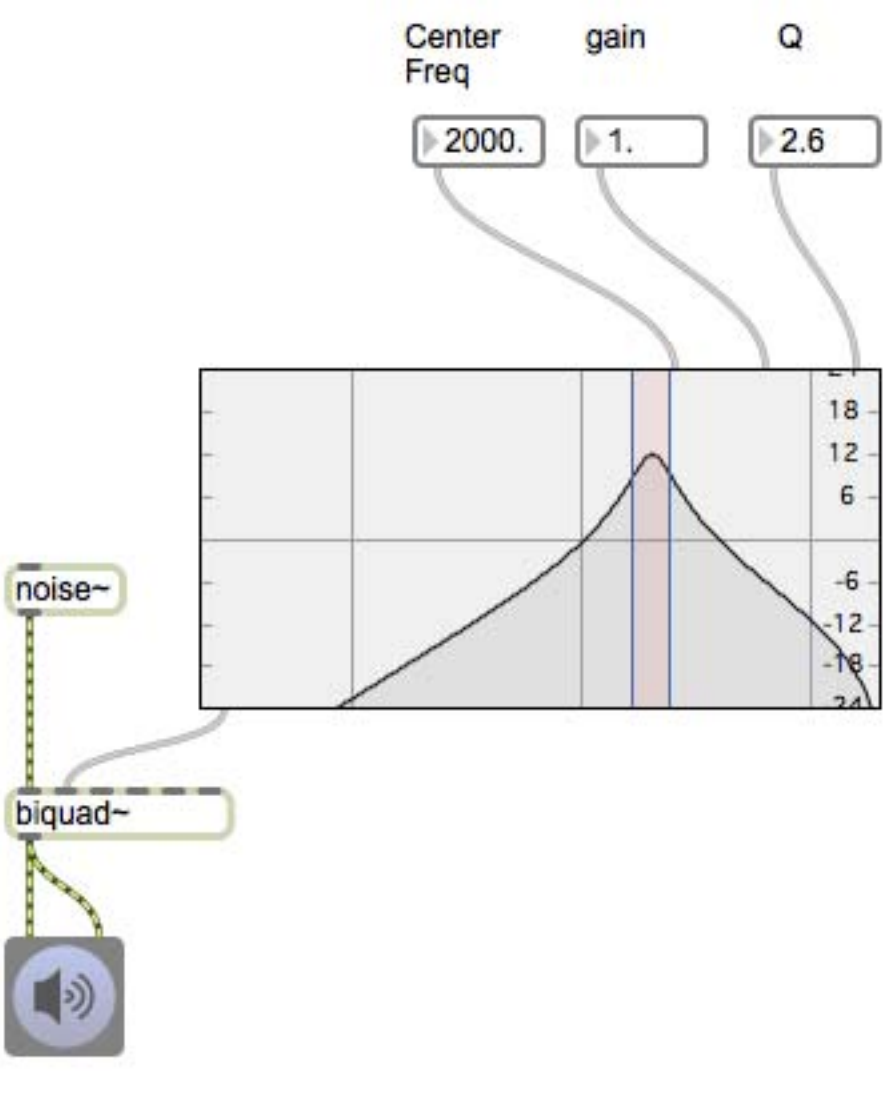
Man kann auch zwei oder drei biquad filter kombinieren

resonant filters








Center Freq
gain
Q
2000.
1.
2.6
18
12
6
-6
-12
noise~
biquad~

Tanzender Filter

metro 100

random 5000

+ 200

Center Freq

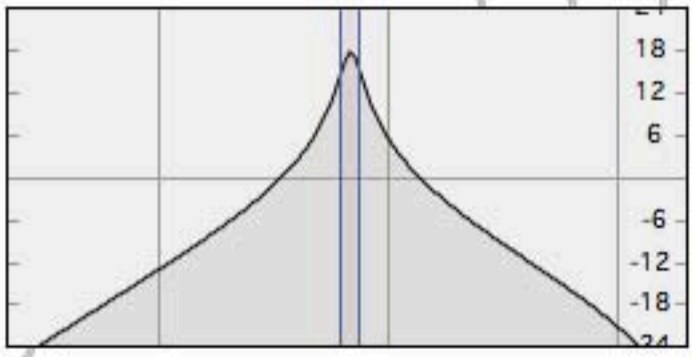
gain

Q

684.

1.

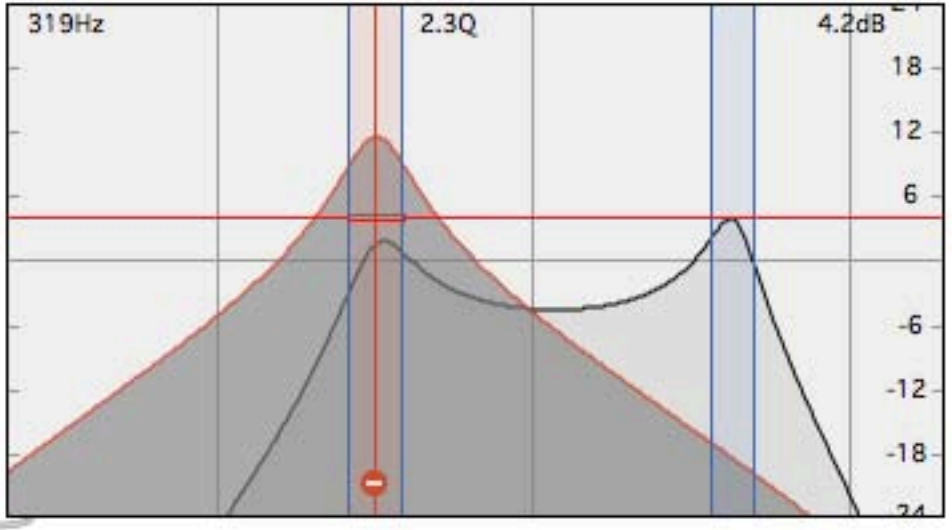
5.



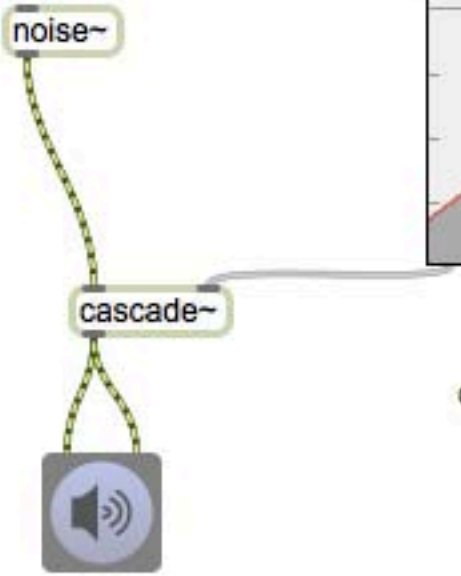
noise~

biquad~

active filter = 2

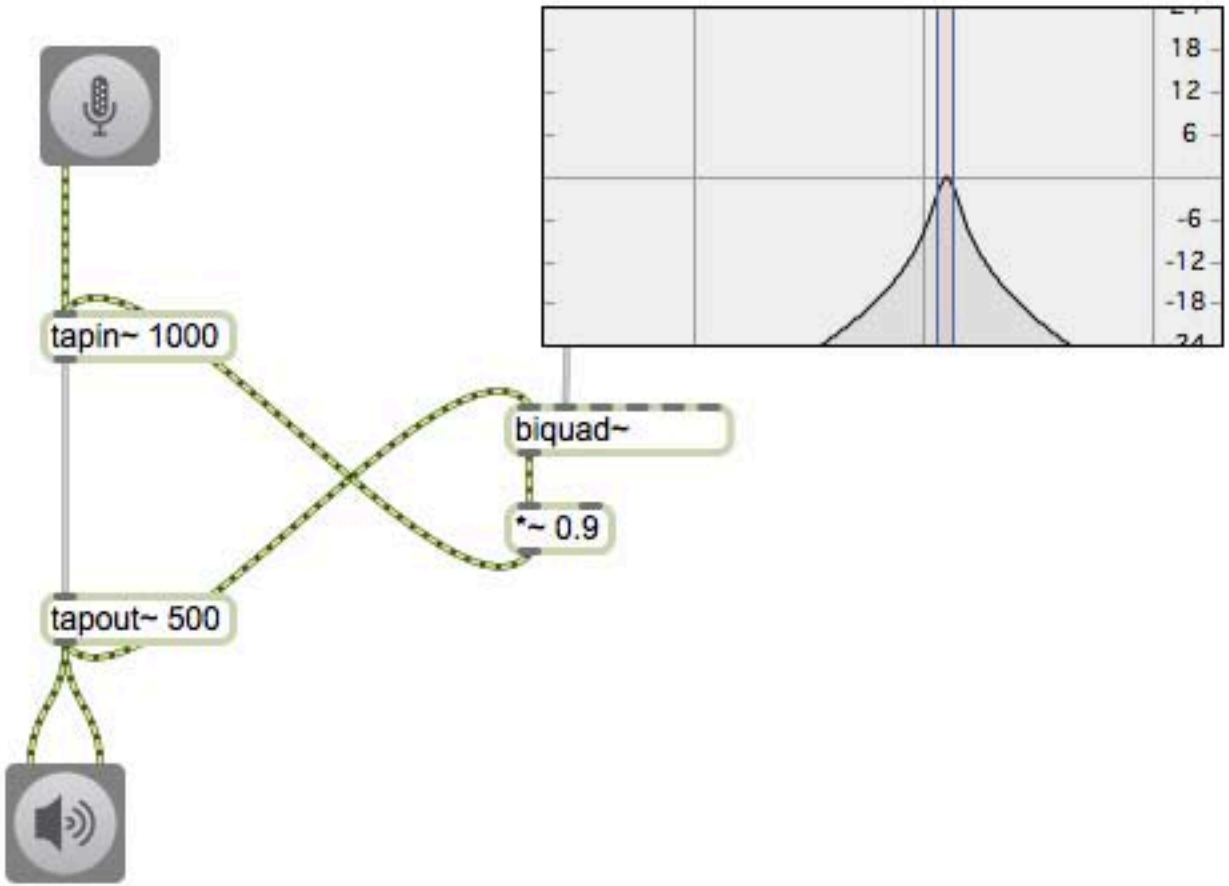


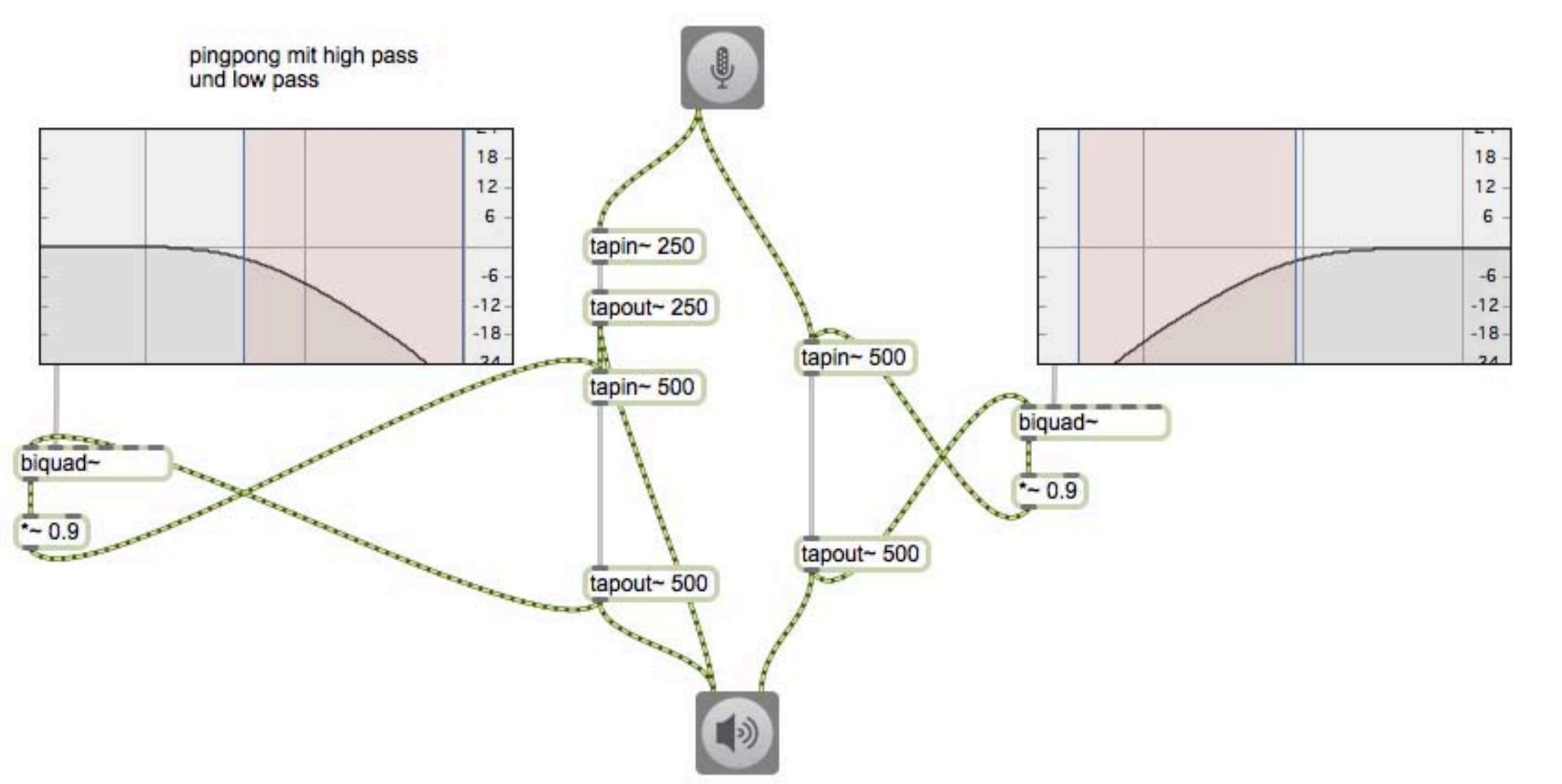
oder mit cascade filter



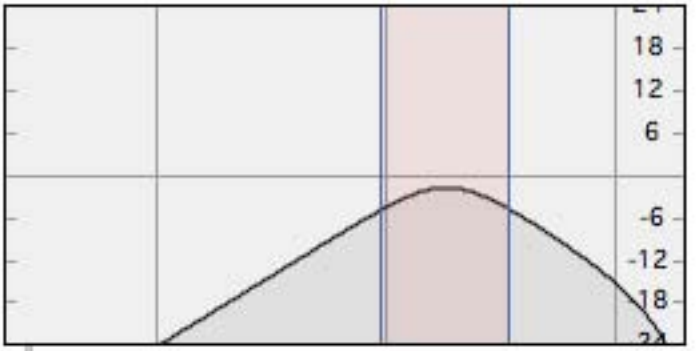
cascade~ = meherere biquad~

feedback delay mit Filter




pingpong mit high pass
und low pass
18
12
6
-6
-12
-18
tapin~ 250
tapout~ 250
tapin~ 500
tapin~ 500
biquad~
*~ 0.9
tapout~ 500
tapout~ 500
biquad~
*~ 0.9

flanger + resonant filter

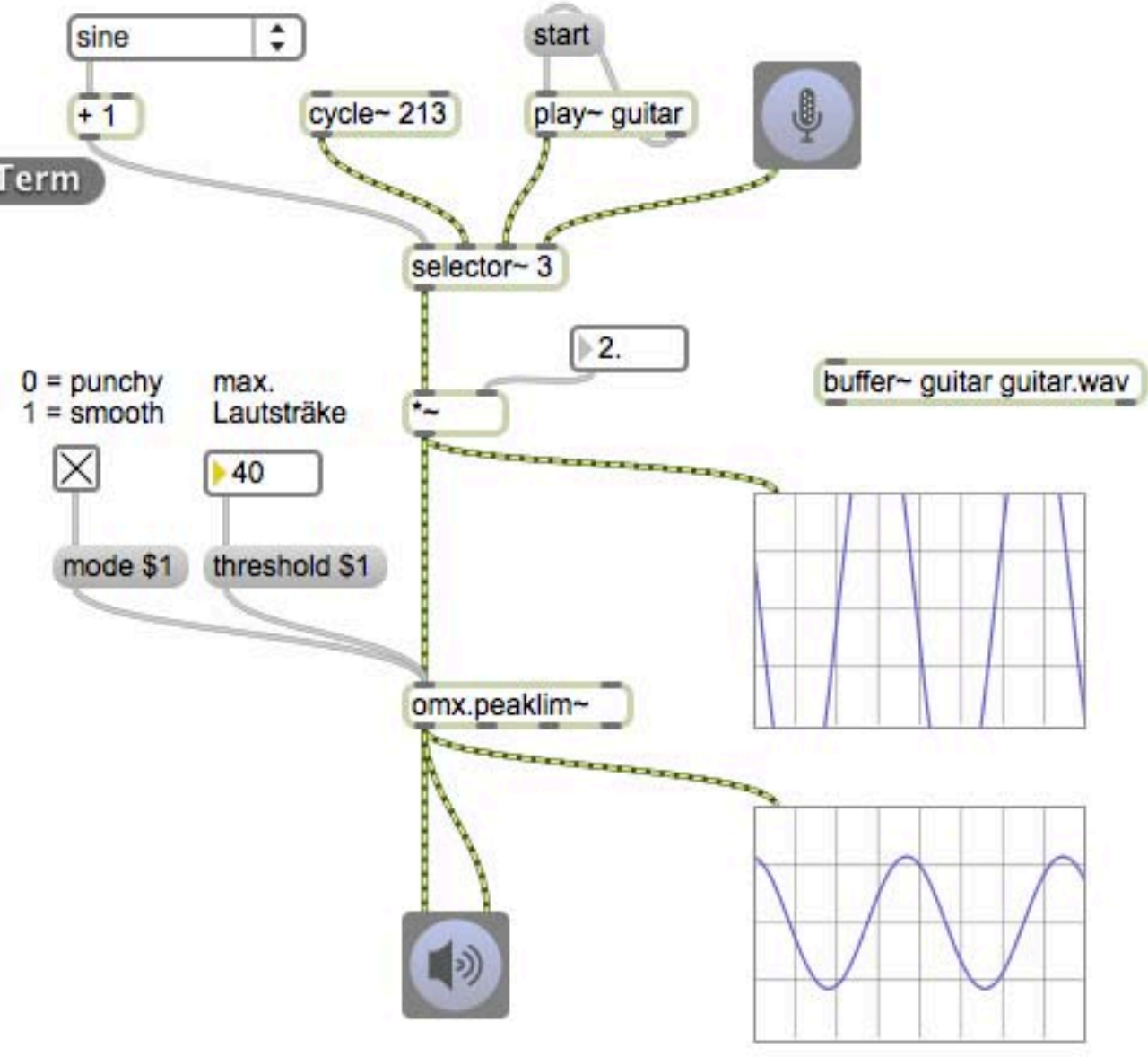


tapin~ 200

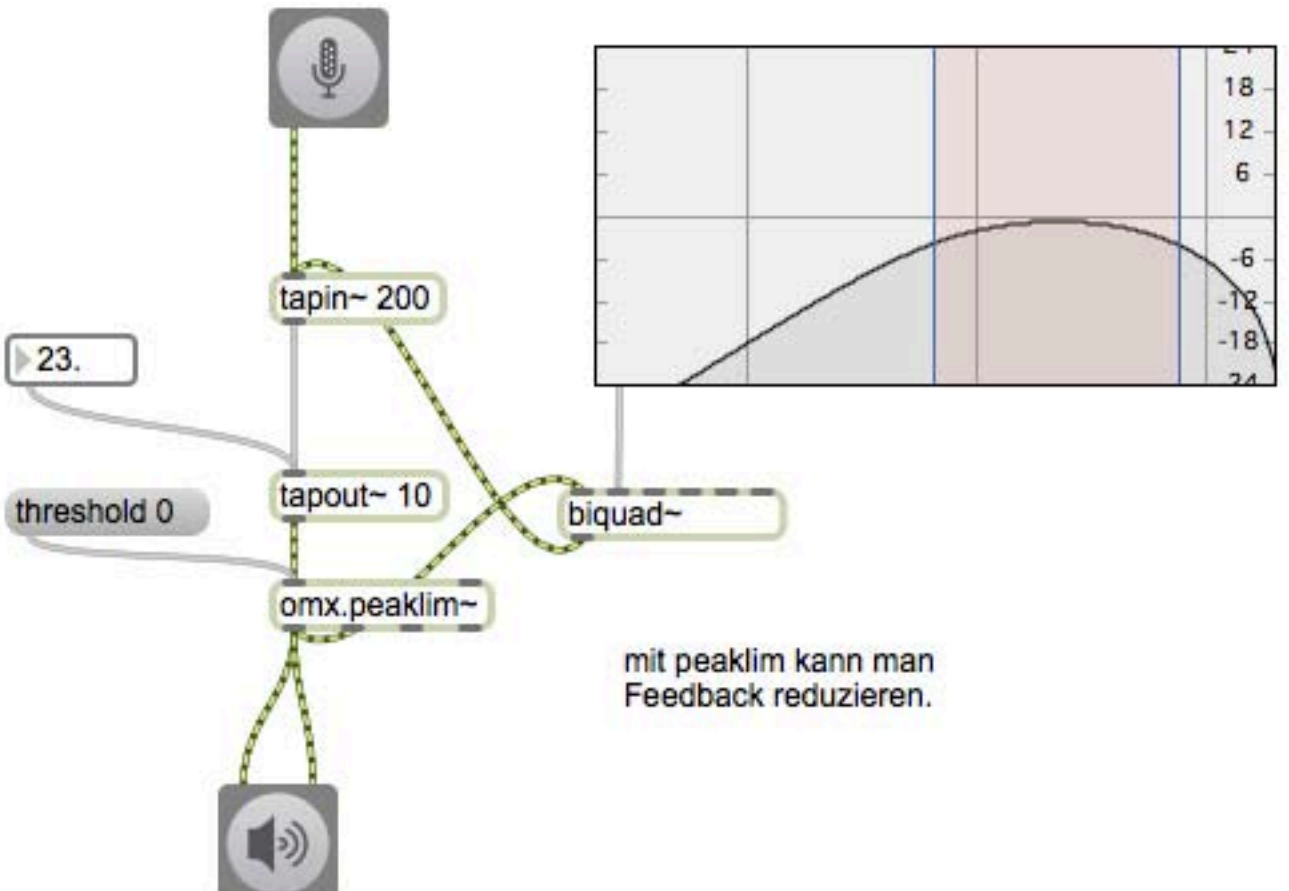
15.

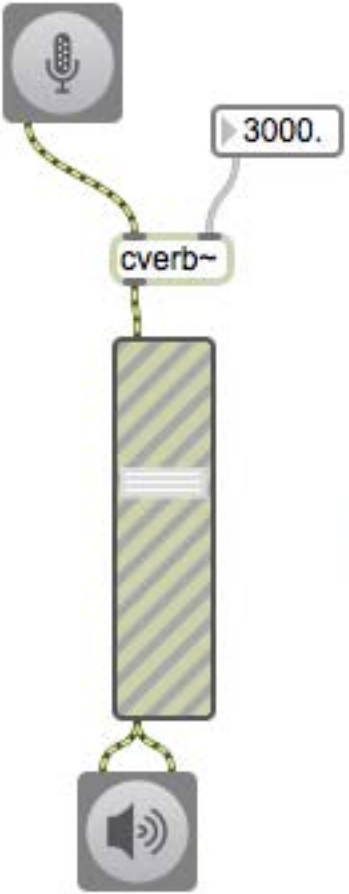
biquad~

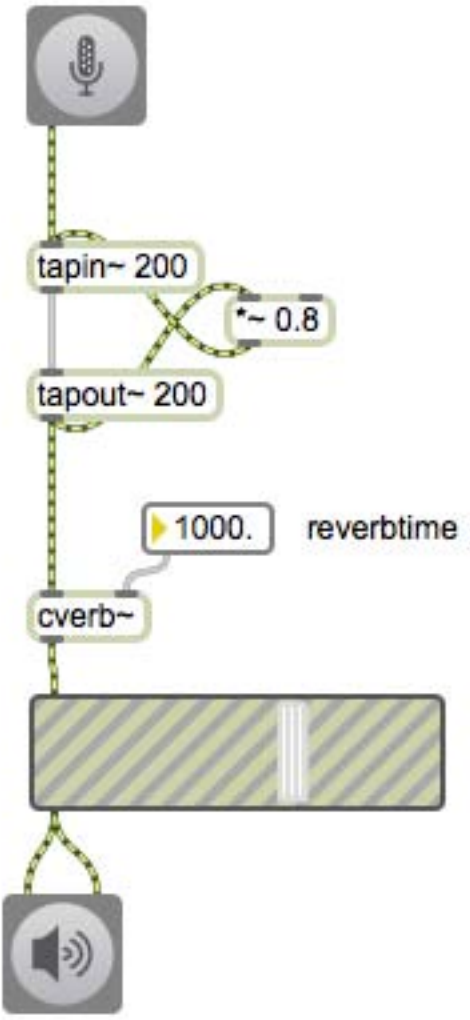
tapout~ 10

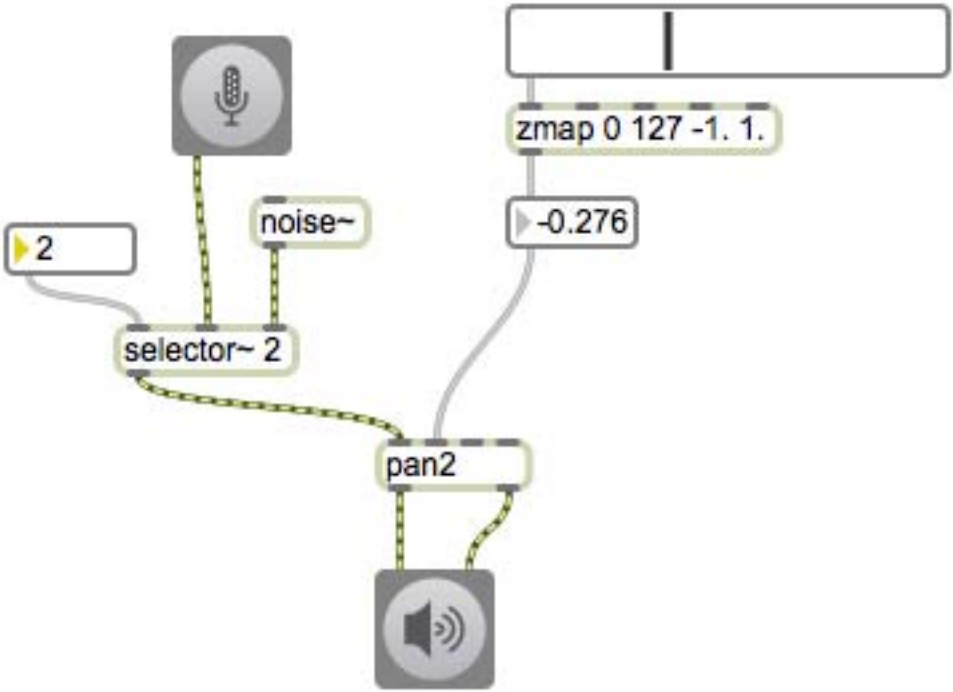

sine
+ 1
cycle~ 213
start
play~ guitar
Term
selector~ 3
2.
*~
buffer~ guitar guitar.wav
0 = punchy
1 = smooth
max.
Lautsträke
40
mode $1
threshold $1
omx.peaklim~

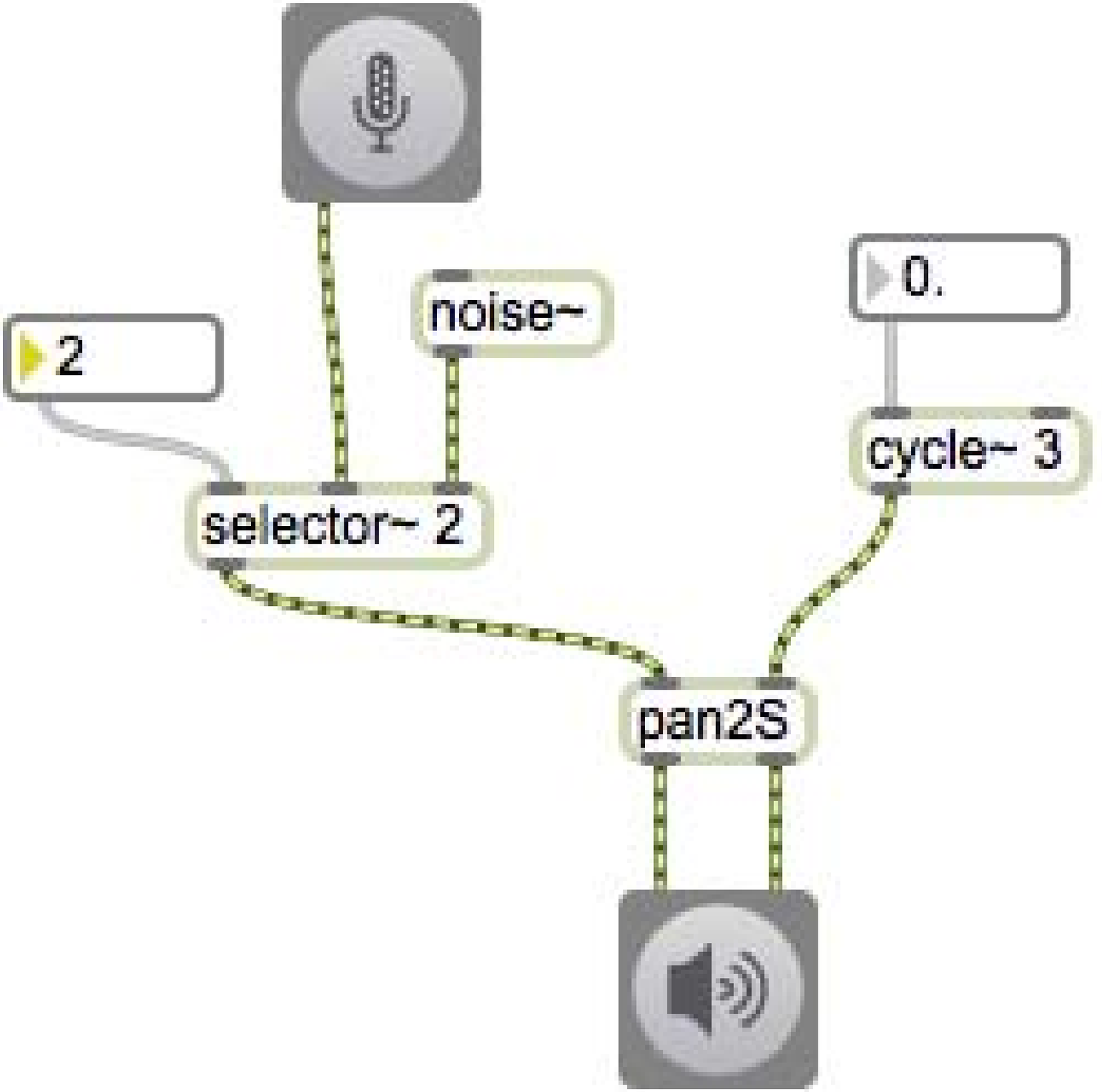
flanger + resonant filter

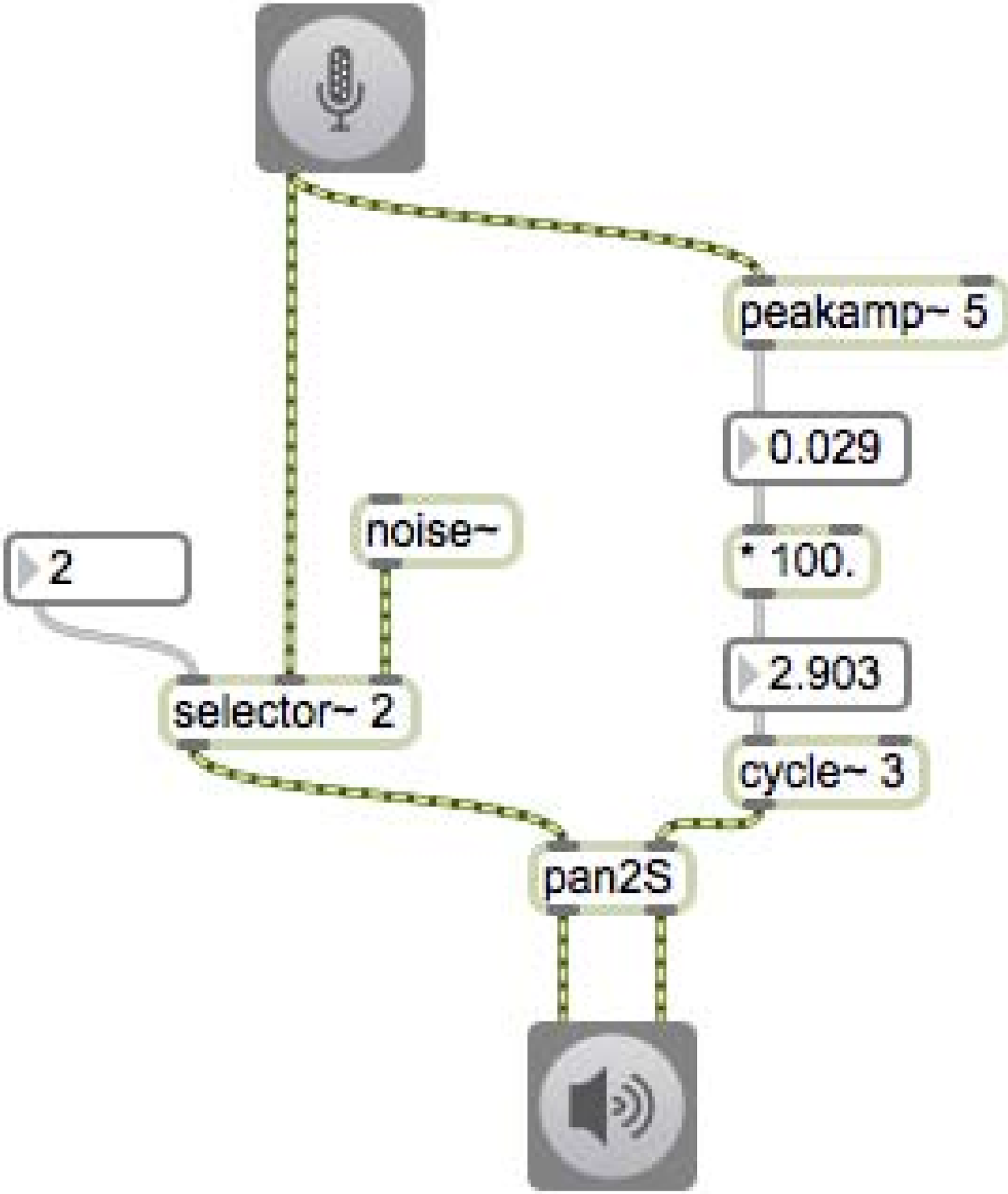


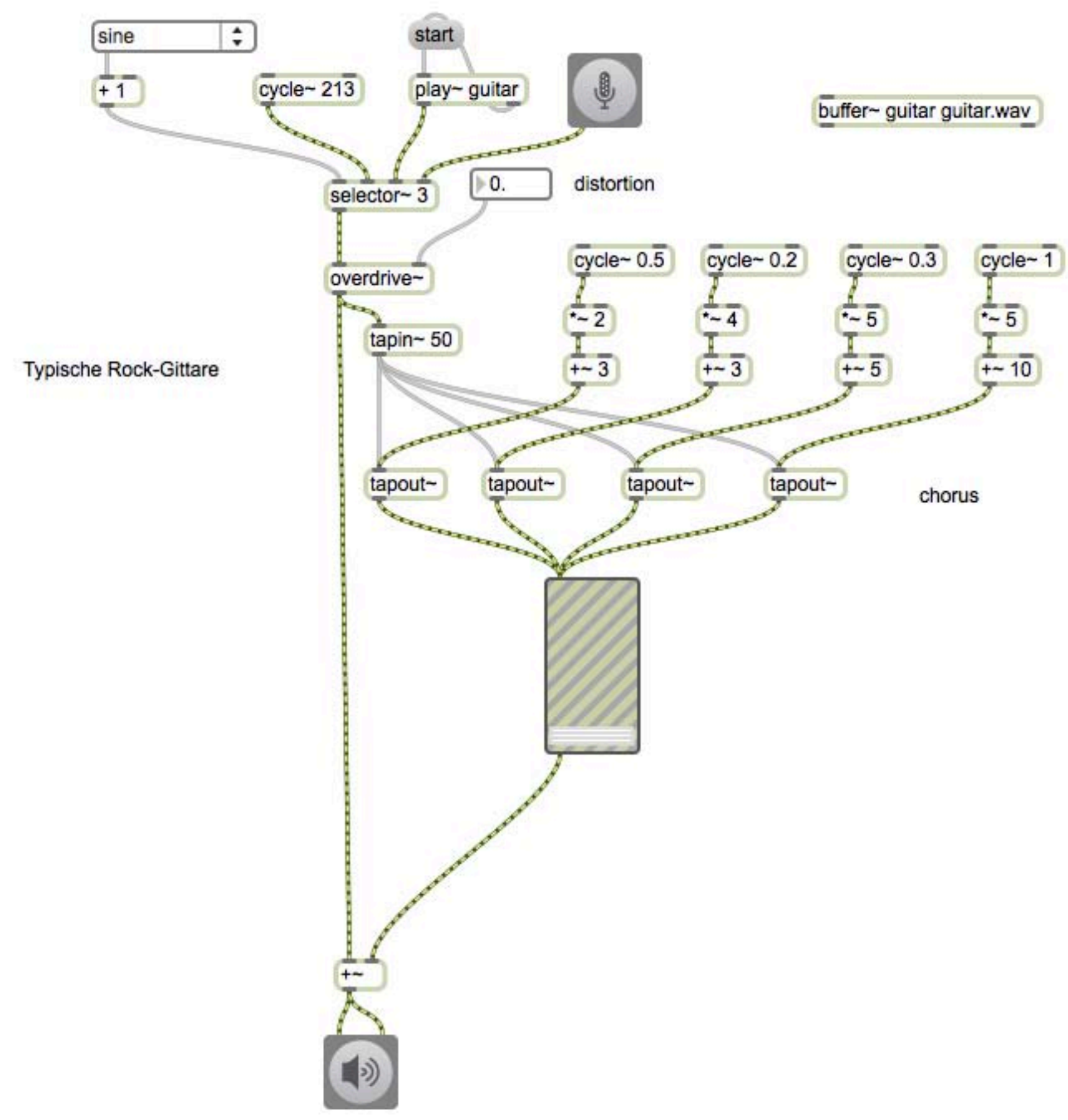

3000.
reverbtime
cverb~
alternativ: yafr, yafr2
(Max6 mit GEN)


tapin~ 200
*~ 0.8
tapout~ 200
1000.
reverbtime
cverb~


zmap 0 127 -1. 1.
-0.276
noise~
2
selector~ 2
pan2


2
noise~
0.
selector~ 2
cycle~ 3
pan2S


peakamp~ 5
0.029
* 100.
2.903
cycle~ 3
noise~
2
selector~ 2
pan2S


sine
start
+ 1
cycle~ 213
play~ guitar
buffer~ guitar guitar.wav
selector~ 3
0.
distortion
overdrive~
cycle~ 0.5
cycle~ 0.2
cycle~ 0.3
cycle~ 1
*~ 2
*~ 4
*~ 5
*~ 5
tapin~ 50
Typische Rock-Gittare
+~ 3
+~ 3
+~ 5
+~ 10
tapout~
tapout~
tapout~
tapout~
chorus
+~