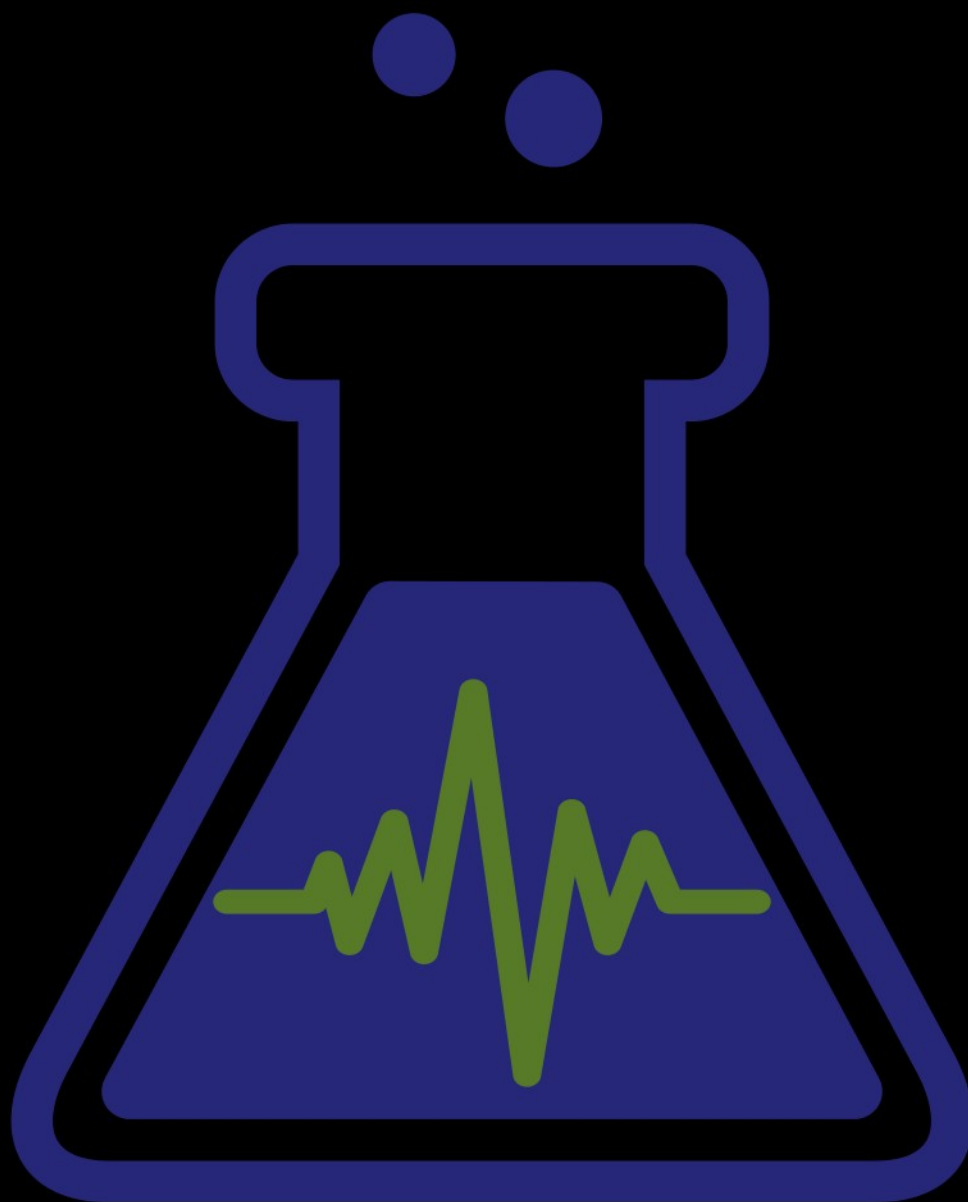


# BlueLab chroma

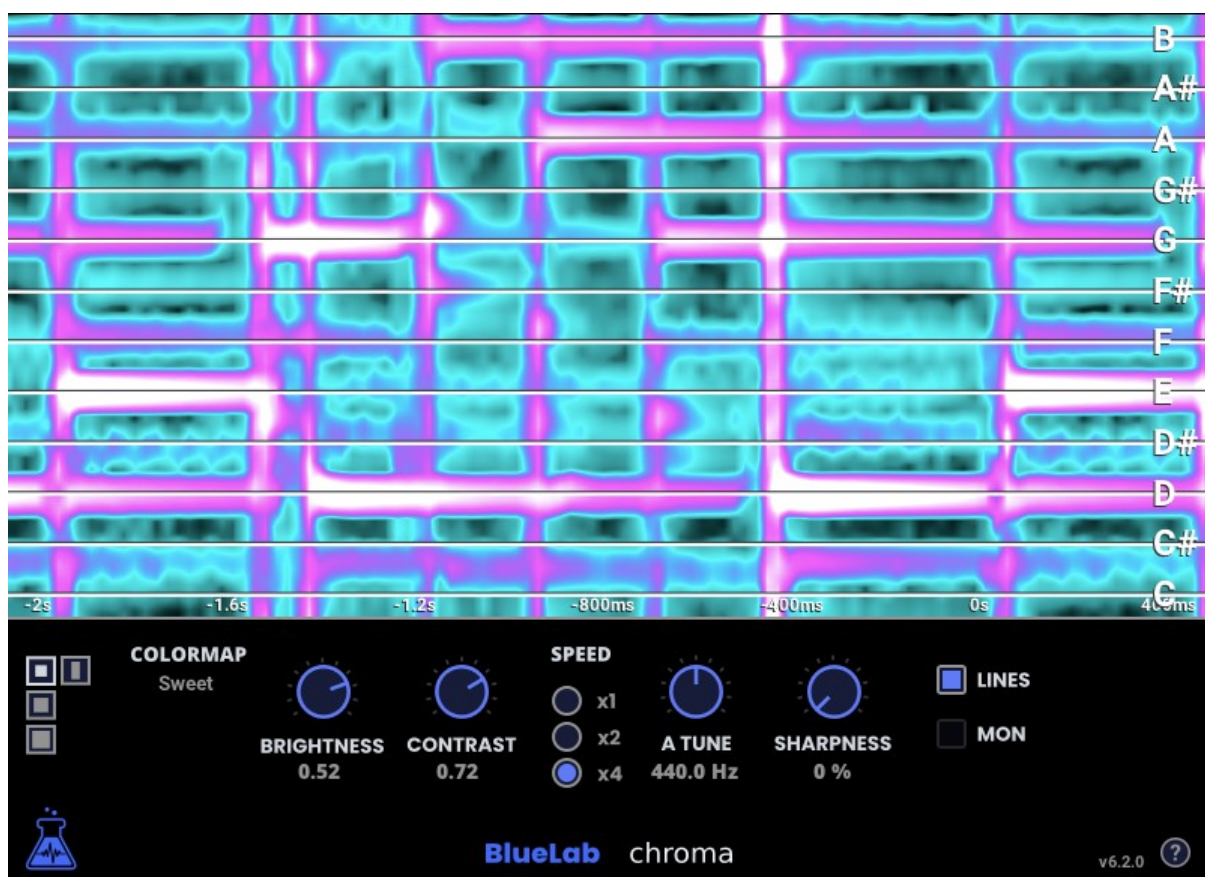


## DESCRIPTION

**Chroma** is a chromagram visualization plugin. It displays information about musical notes contained in a musical sound. It can be used for example to help chords identification, or to help transcribing a track to a score.

The **Chroma** plugin processes equal-tempered scale musical sounds from a single track or a full mix. Each frequency contained in the sound is classified to the corresponding musical note, and the values in between. The result chromagram shows bright horizontal lines for musical notes contained in the sound. The brighter a line is, the stronger is the volume of the corresponding note.

One of the highlights of this plugin is that it can show sound information continuously, in between the defined 12 tones.



## FEATURES

The **Chroma** plugin provides the following set of features:

- Choice of the pitch standard (A440 or other values)
- Sharpness of the display
- Several colormaps
- Brightness and contrast
- Choice between 3 interface sizes

# EXAMPLES OF USE

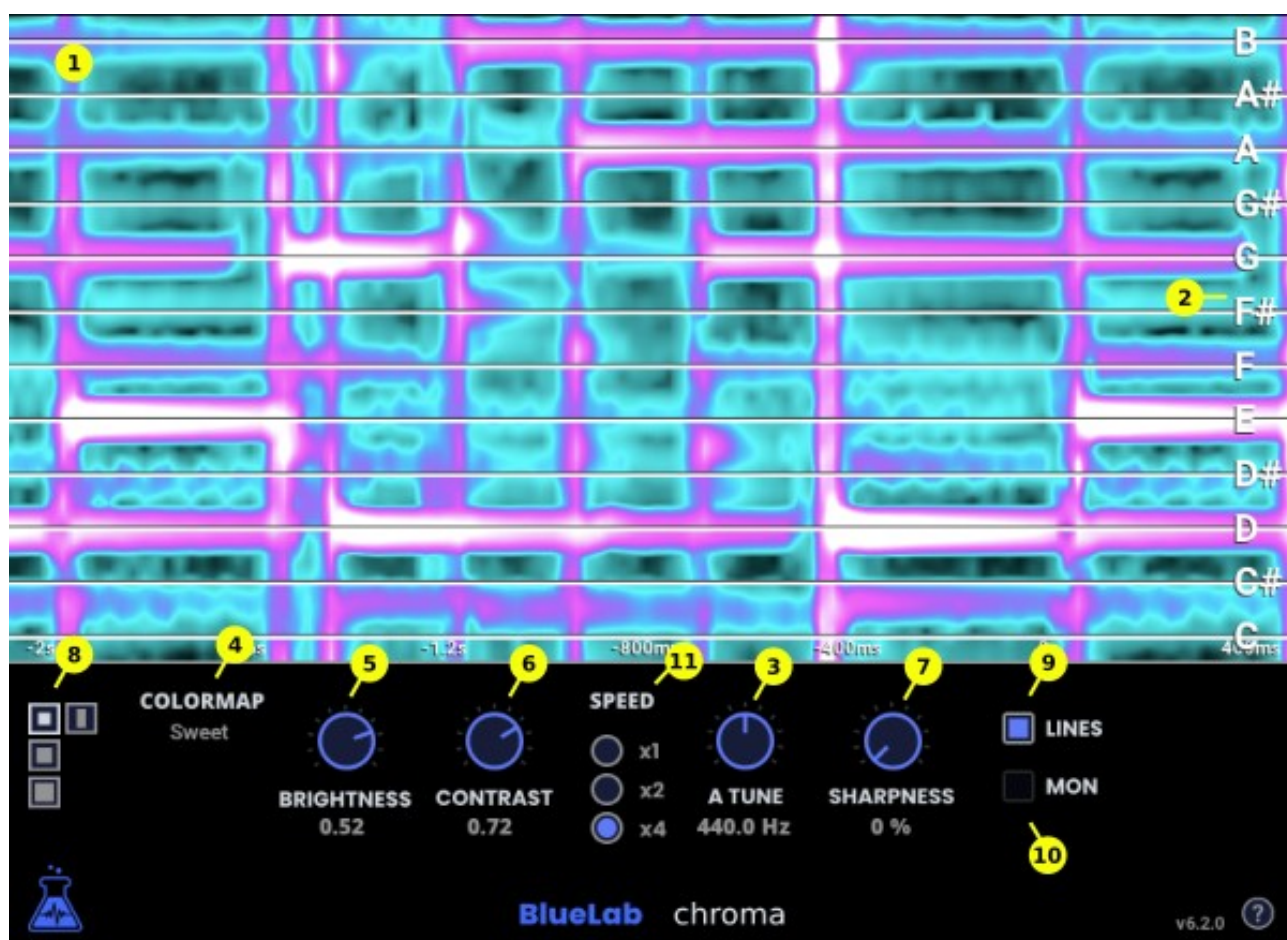
## Chords identification

The **Chroma** plugin can be used to help chords identification. After having inserted the plugin to a track, each chord played in the track is displayed as a series of horizontal lines, with each line corresponding to a musical note.

## Transcribe a track to a score

The **Chroma** plugin can be used to help transcribing a sound track to a score. Each musical note played in the track is displayed as a more or less long horizontal line, with each line corresponding to a musical note.

# USAGE



The **CHROMAGRAM VIEW (1)** displays the chromagram.

The **TONE AXIS (2)** display each of the 12 tones of the equal-tempered scale.

The **A TUNE (3)** parameter lets choose the frequency of the **reference A** musical note (usually 440Hz). If you don't know the reference pitch of the track currently playing, you can gradually change the **A TUNE (3)** parameter while

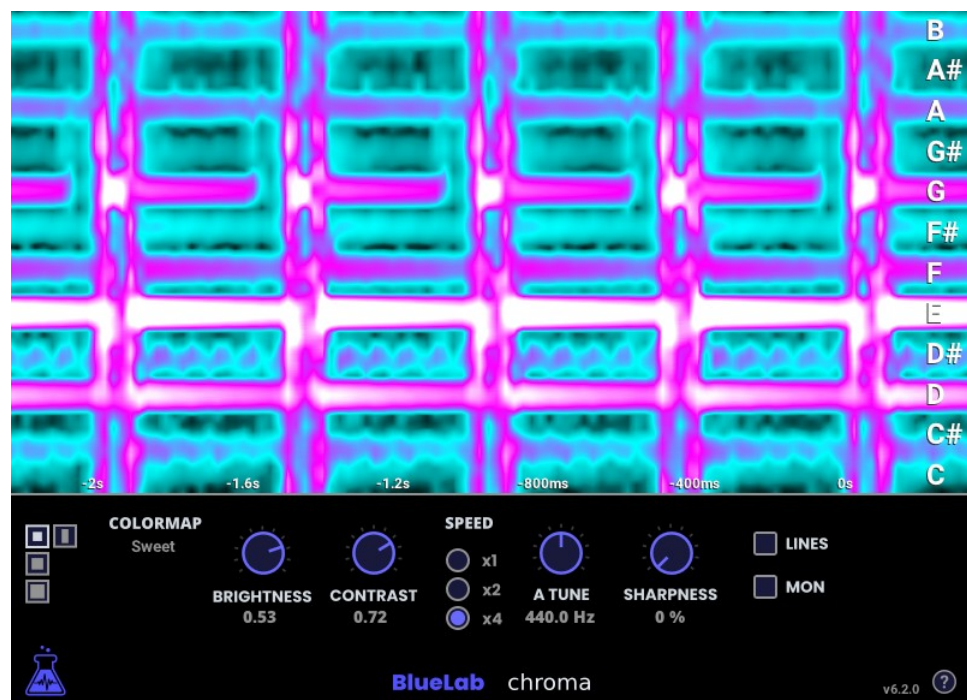
playing, until the horizontal lines in the **CHROMAGRAM VIEW (1)** are aligned to the labels of the **TONE AXIS (2)**.

The **COLORMAP (4)** list lets choose the colormap to apply to the chromagram data. There are several colormaps provided, with different color schemes and contrasts.

The **BRIGHTNESS (5)** and **CONTRAST (6)** parameters define how the current colormap is applied to the chromagram data. Adjusting these parameters improves the readability of the horizontal lines corresponding to the musical notes.

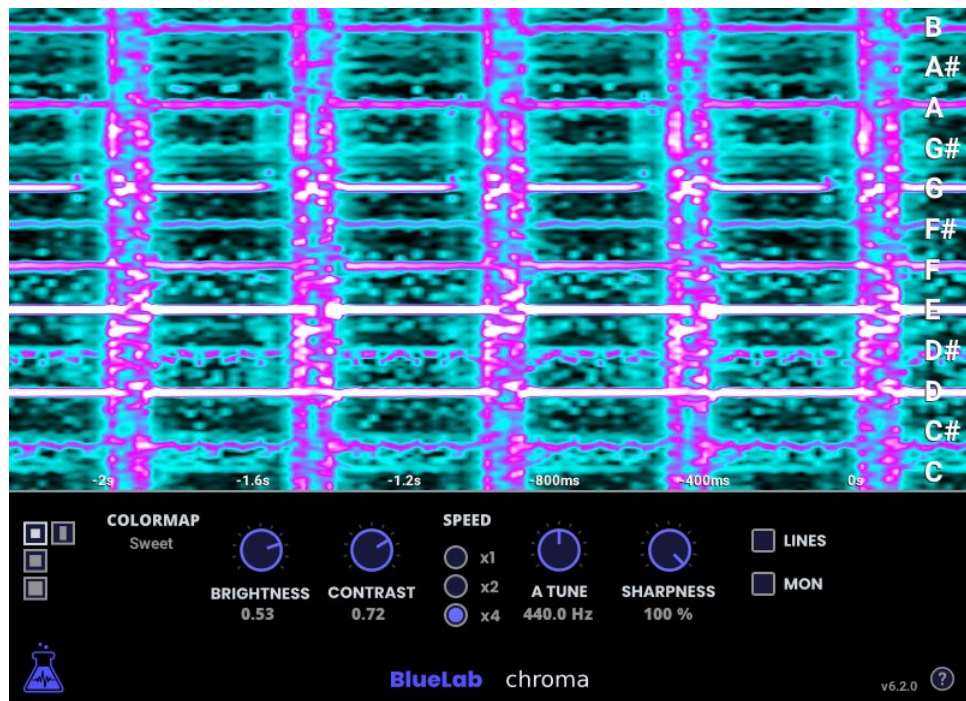
The **SHARPNESS (7)** parameter lets choose the accuracy of the chromagram. A value of 0% is good for chords identification or when transcribing a track to score: the horizontal lines will be strongly defined, and well visible in front of each musical note label.

Greater values of **SHARPNESS (7)** can be used to understand more accurately how the sound is made (but less convenient to identify chords quickly).



**SHARPNESS set to 0%: the horizontal lines are strongly defined.**  
**We can see which musical notes are played: D, E, A# and B**





**SHARPNESS set to 100%: the chromagram contains more details**

The **SIZE BUTTONS (8)** are used to change the size of the plugin window.

The **DISPLAY LINES (9)** parameter displays horizontal lines corresponding exactly to each note. It can be used for example if we want to adjust a sound frequency to a given note.

The **MON (10)** button makes possible to analyze and display the chromagram even when the DAW's transport is not playing. This makes possible to use it when the DAW is in monitor mode without playing.

The **SPEED (11)** parameter chooses the scrolling speed of the chromagram.