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House Show Vocal Processor

My plug-in design for class is the House Show Vocal Processor. With the rise of indie and alternative music, many bands have sought to replicate the lo-fidelity vocal stylings of old “garage” acts featuring saturated, heavily effected vocals in the forefront. This plug-in attempts to combine an entire vocal chain into one plug-in to achieve these sounds. I have already included a working output gain slider and have also included a wet/dry mix that I hope to implement shortly. The plug-in will include some sort of saturation, most likely a distortion function, as well as an adjustable low-pass and high-pass filter, a fixed frequency boost between 2kHz and 7kHz to mimic the SM58 frequency response, a limiter to keep the processing levels in check, and a slapback delay with feedback controls.

I still need to learn how to assign certain functions, such as a wet/dry blend, to sliders in C++, as well as creating delay and filters within Xcode. Also, the distortion functions that I would like to use do not seem to assign correctly to the sliders, so that is a problem I am hoping to work out shortly.