

Final Project Report

As a guitar player, I couldn't help but try and make a distortion pedal plugin. Playing the electric guitar and having distortion on is always so cool, and I thought it'd be even cooler and more accessible to me if I could make and tweak a plugin to my preferences. Since we hadn't really covered distortion that much, I had to do a lot of research into this project before I even started it in order to get a grasp on what I was doing. This project was the most difficult of all of the other projects, and I think it took me around 12-15 hours of coding to make. I'm still disappointed in my GUI skills, but I recognize that I've come a long way from where I was. I'm very happy to have made this project, and making these projects has caused me to become way more comfortable with coding. I wanted to make a very user friendly, very accessible pedal that wouldn't be too confusing for beginners, hence why I only included a few (important) parameters. This way, they wouldn't have much to think about and could get straight into the action. I mostly tested this with tracks I made in GarageBand: I wish I could've used my guitar, but it has been stringless for about a month now. Overall, I am extremely happy with how my plugin turned out, and I want to expand upon it even more and get better at making the GUIs look better.