* Reverb - reflection of sound off objects around the source of the sound / the persistence

of sound after the sound is produced Essentially, it is an extremely fast delay. In real life,

higher frequencies are less present with every next reflection since they don't travel as far

as lower frequencies.

* + Could be done in Pd by very quick sampling and a ton short [delay] objects
* Delay – Repetition of a sound. Generally, the repetitions will be quieter than the principle sound and will get progressively quieter.
  + Add a filter
  + Add the ability to quantize
    - May need to manually input tempo for quantization
  + Sample and use [delay] object
* Distortion/Saturation – The clipping of the peaks of the wave. As a wave changes from sine to square it produces more overtones. This is essentially what happens as a guitar signal gets more distorted. The amplitude of the wave is not necessarily increased but the shape of the wave changes as if the amplitude increases past the capacity of the speaker and some of the waves’ information is lost (the peaks). The waves are, in turn, flattened out on top.
  + Soft Clipping – Instead of bluntly chopping the tops off the wave, the corners are rounded. Associated with saturation
  + If amplitude reaches a certain point, only output the amplitude of that point. For soft clipping, exponentially slow its increase, such that it never passes some threshold
  + Add frequencies by multiplying existing ones
* Flanger – combining two identical signals, delaying one by a small and fluctuating amount of time
* Phaser – combining two identical signals, passing one through a series all-pass filters
* Filter/Wah – lowering the levels of certain frequencies. Wah is a low pass filter with an oscillating cutoff frequency. Could be programmed to be triggered by each new note
* Chorus – Combining two identical signals, one is slightly delayed
* Tremolo – fluctuating volume
* Vibrato – fluctuating pitch