Distortion Effect

* [Hard/soft clipping](https://www.dsprelated.com/freebooks/pasp/Nonlinear_Distortion.html)
* [College Article on mathematics behind Digital Guitar Distortion](https://web.stanford.edu/class/ee264/projects/EE264_w2015_final_project_herman.pdf)

DSPs

* <https://www.dspguide.com/ch28.htm>

Designing a good input system for processer (buffer and ADC design)

* <https://www.analog.com/en/technical-articles/seven-steps-to-successful-analog-to-digital-signal-conversion.html>