

# Effects and Processing

- Compression - P
- EQ - P
- Reverb - FX
- Gain - P
- Delay - FX
- Fuzz - P
- Wah - P
- Distortion - P
- Flanger - FX
- Chorus - FX
- Phaser - FXx
- Pitch Shift - FX
- Harmonizer - FX
- Envelope Filter - P
- Limiter - P
- Gate - P
- Expander - P

## FX

- Time based

## Processing

- Volume based

## Examples

- Gain
- Balance & mixing
- EQ
  - Gain or cut
  - Center frequency
  - Q
    - How many frequencies on either side of the center frequency
  - Slope
- Distortion
  - Harmonic

- More in analogue
- Inharmonic
  - More in digital
- Pan
  -