

gctaver

By DelayLama

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Overview

- An octaver effect developed in SuperCollider, suitable to be applied on a live analog instrument input, such as an electric guitar or bass
- An octaver is an audio effect which mixes the input signal with a synthesised signal whose musical tone is one (or more) octave lower or higher than the original.

Features and GUI

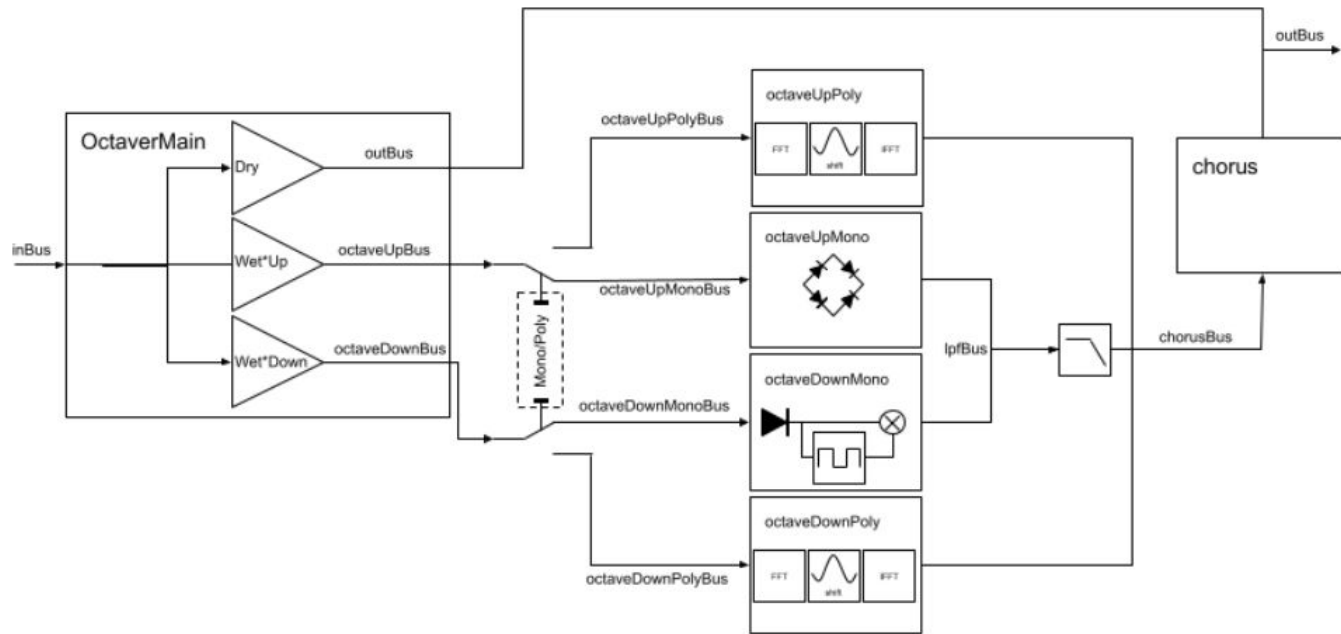
- Final output is composed of Dry, Octave Up and Octave Down signals
- Two operating modes
 - Monophonic
 - Polyphonic
- An additional **chorus effect** can be applied on the octave-modified signals



Knobs



Implementation



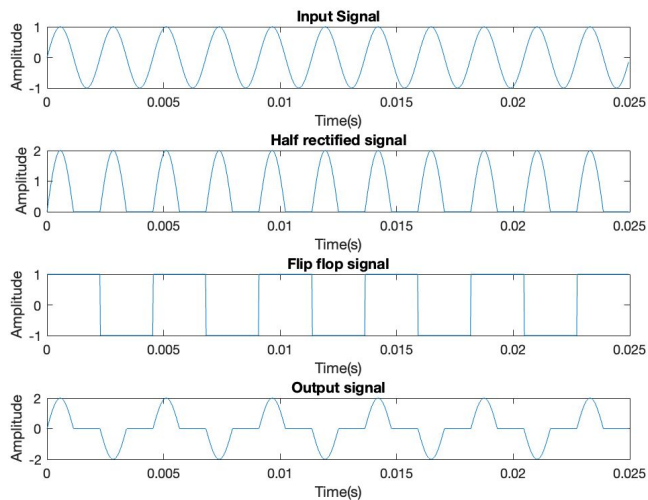
Monophonic vs Polyphonic

- The monophonic mode simulates the processing chain typical of the first analog octaver guitar pedals (such as the BOSS OC-2)
 - Introduces distortion due to non-linear processing; results can vary significantly depending on the source signal
 - Simple and fast, thus suitable for real-time applications
 - Not suitable for polyphonic material
- The polyphonic mode is based on scaling the frequency domain representation of the signal
 - All frequencies get equally scaled: more “reliable”
 - Can produce “unnaturally” sounding results
 - Noticeable latency

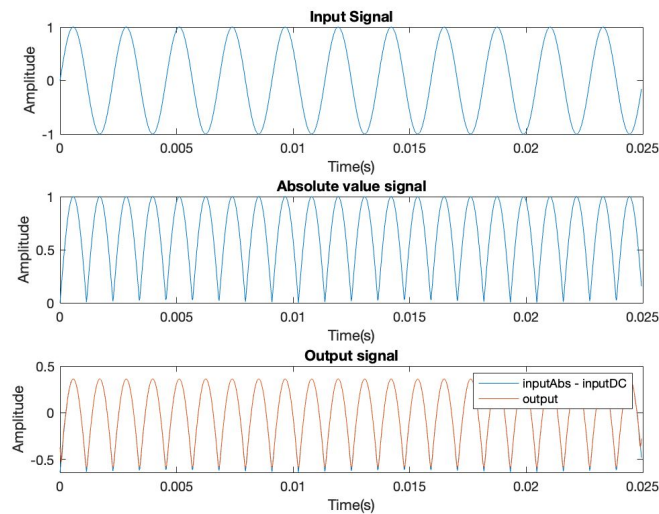


Monophonic (“Analog-Inspired”) Octaver - time-domain analysis

Octave down

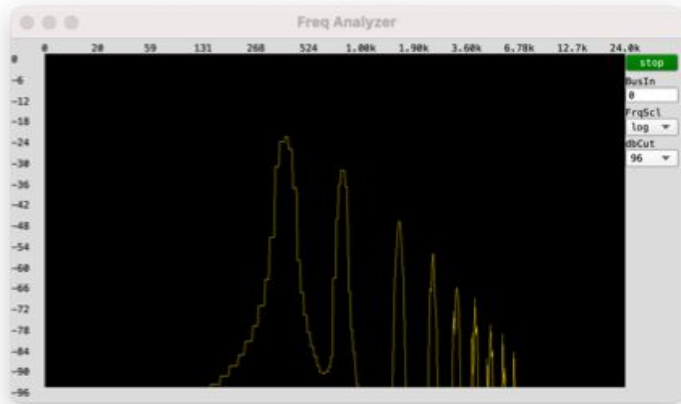


Octave up

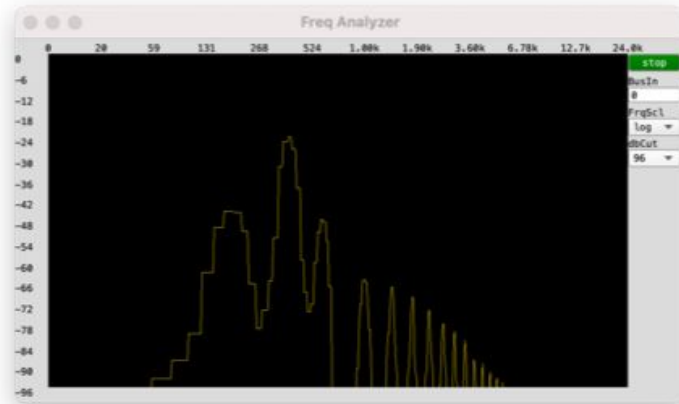


Spectrum analyzer test: Monophonic (“Analog-Inspired”) Octaver

- Introduces distortion due to non-linearity of operations
- Spectrum includes HF components (test was done using a sine wave)
 - A possible “solution”: user controlled LPF



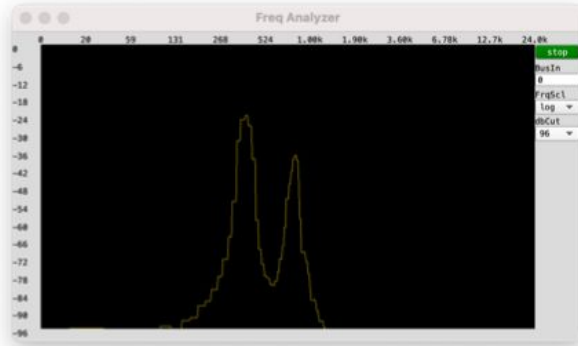
(a) Higher octave



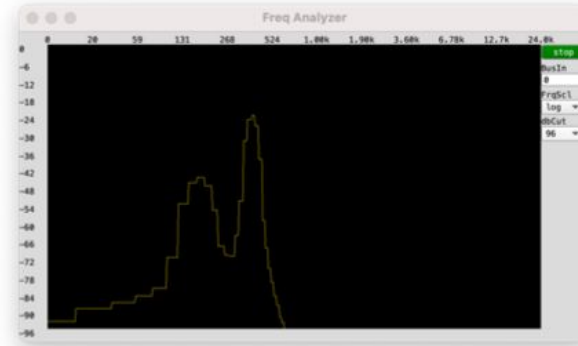
(b) Lower octave

Spectrum analyzer test: Polyphonic (“Phase-Vocoder”) Octaver

- Applying transformations directly to frequency-domain representation of signal
- Cleaner Spectrum
- Suited for Polyphonic material



(a) Higher octave



(b) Lower octave



Video demo

