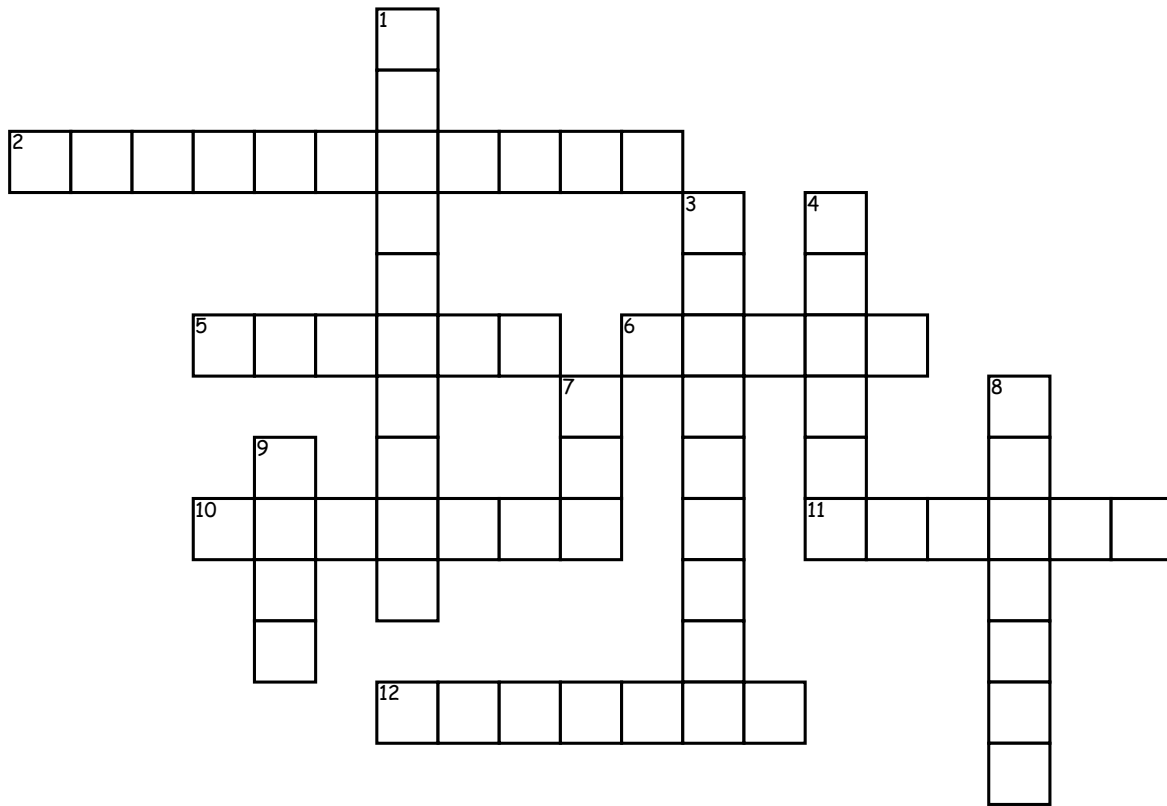


G8 Pop Music Theory - Effects



Across

2. Essentially flattens levels, by making loud parts quieter / quiet parts louder.

5. Simulates slight pitch fluctuations that occur when two instruments play in unison, producing a fuller sound.

6. Takes original signal, delays it and plays it back (exactly as it was first time) at a set rate, either once or multiple times, to create rhythmic effect.

10. Emphasises certain frequencies while removing others from signal - unlike normal wah pedal, generally responds to playing dynamics (so more obvious with slap bass, for example).

11. Echo / Sound reflection effect designed to imitate way a sound naturally decays in a room; gives sound more depth/weight.

12. Sweeping filter that creates a sweeping frequency shift (similar sound to EQ of instrument being changed over time).

Down

1. Distorts signal by adding consistent volume, crunch and sustain to sound (same amount of distortion no matter how hard you play), e.g. rock / heavy metal guitar.

3. Mild, crunchy distortion that provides a gain boost and overdrives "valves", increasing dynamic sensitivity (i.e. the harder you play, the more it distorts).

4. Thickens sound and adds sweeping effect (as if speaker is repeatedly moving closer and further away).

7. Moves a frequency peak depending on position of pedal, e.g. funk / blues / rock guitar.

8. Makes volume electronically vary at pre-set rate, creating a pulsing/throbbing sound, e.g. 1960s US surf music craze.

9. Aggressive distortion; heavily saturates and clips signal, altering waveform (can make amp sound like it's about to blow up - very dirty), e.g. psychedelic rock.