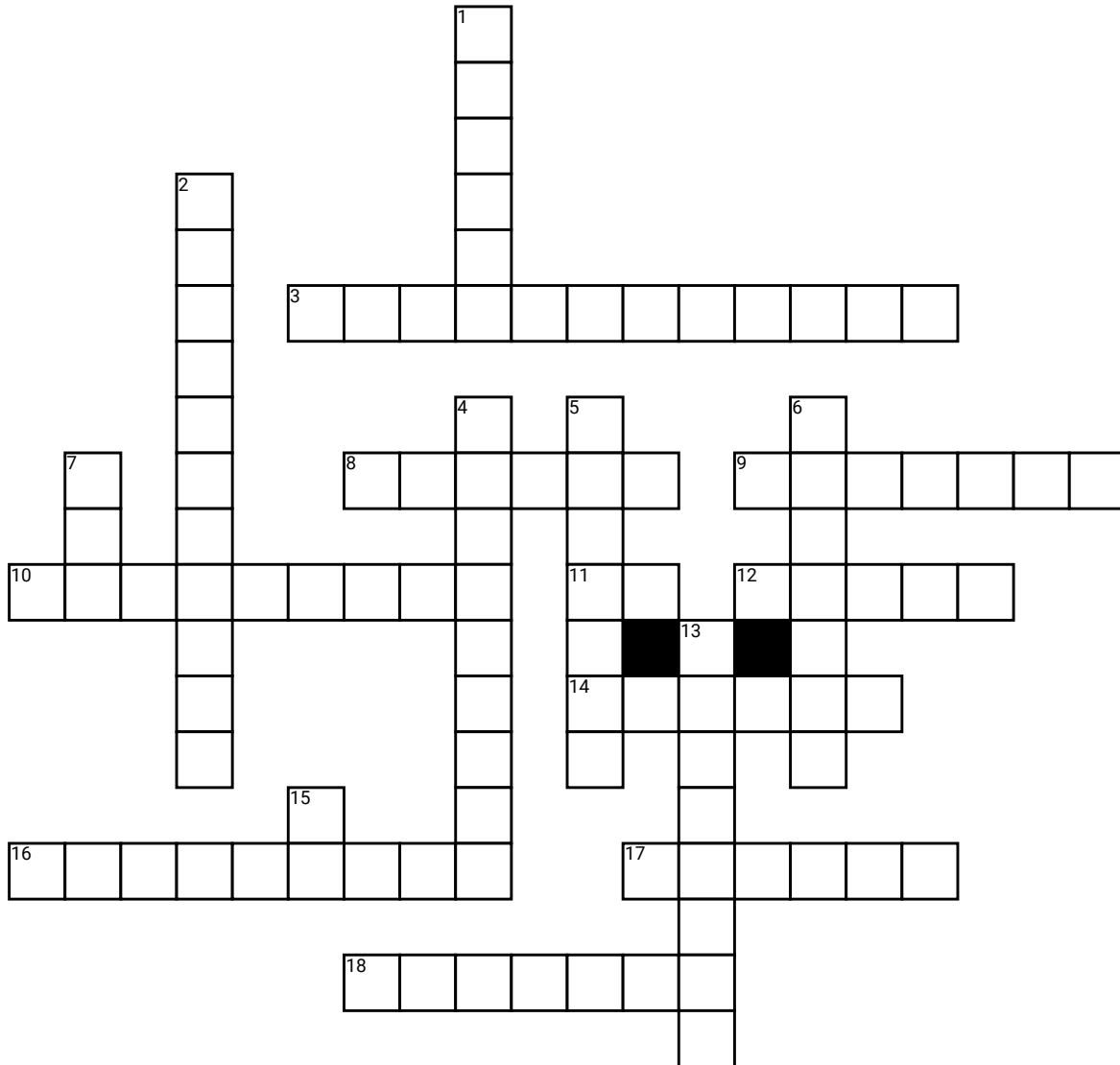


National 5 - Controls, Effects & Processes



Across

- 3.** The process of manipulating a performance to perfect its rhythm or pitch
- 8.** Effect commonly used in funk music, achieved by controlling tone filters with a pedal
- 9.** Controls of the placement of sound in the stereo field
- 10.** A tool used to get rid of sound below a set volume
- 11.** Control originally invented to compensate for inadequacies in audio equipment
- 12.** An effect created by recording and repeating a signal shortly after

- 14.** The effect which plays a slightly detuned version of the signal alongside the clean signal to give the effect of more than one instrument
- 16.** To change the pitch of a note (e.g. pushing a guitar string upwards, using a control wheel on a synthesiser)
- 17.** Two-channel audio with the channels designated as left and right
- 18.** Effect which creates a 'ceiling' on the level of a track

Down

- 1.** When the volume of a track gradually increases from silence
- 2.** An effect that reduces the dynamic range of audio

- 4.** The level (measured in dB) at which an effect kicks in
- 5.** The delay between a signal going into a processor and coming back out again
- 6.** When the volume of a track gradually decreases to silence
- 7.** An oscillator which operates slowly, used to influence parameters of a synthesiser
- 13.** Added in a DAW to help identify key sections of the track
- 15.** The measurement of the amplitude of a sound wave