

## **Equipment: Time Related**

Equipment for manipulating time:

Delay- literally delaying the sound, sometimes used to create echo

Reverb- closely spaced, random echoes reflected inside some space

General Settings:

Mix- the amount of reverb added back to the signal (dry/wet)

Damping- less reflected high frequencies (soft surface vs. hard surface)

Pre-delay- How far the sound is from the wall/initial reflection

Decay Time- length of reverb

Colour- frequency specific control of reverb (warmer sound vs. brighter sound)

Diffusion- density/time between reflections

Early Reflections- a few well defined reflections before the majority of reflections

Feedback- creates echoes (in delay units)

Types of Reverb:

Simulated Locations- room, hall, cathedral, etc

Plate- sound creating vibrations in a metal plate

Impulse Response (IR)- reproducing any location through use of a recorded sample creating an "acoustic fingerprint" (using a sine wave sweep or starter pistol)