**Gated reverb**

An audio processing technique that is applied to recordings of drums (or live sound reinforcement of drums in a PA system) to make the drums sound powerful and "punchy," while keeping the overall mix clean and transparent-sounding.

**Chorus**

Used to thicken sound and gives the effect of more than one instrument playing at the same time.

**Distortion**

The alteration of an audio signal due to poor quality electronic components, faulty leads or excessively high amplifier levels. It is used deliberately as an electric guitar effect to create a raw sound.

**Phasing/Flanging**

An effect that combines an audio signal with a short delay to create phase differences. This produces a sweeping effect like an aeroplane passing by.

**Delay**

An effect produced by repeating a sound slightly behind the original.

**Compression**

An effect that reduces the dynamic range of audio signals by increasing the level of low signals and reducing the level of high signals. It creates a more balanced mix.

**WahWah**

An effect that constantly change the volume (amplitude) of harmonics in a sound. This alters the sound of the signal making it sound similar to a human voice saying “wah”.

**Gating**

A device used in recording to reduce background noise. It only allows sound through when it is above a specified volume threshold.

**Reverb**

Imitates natural reflections of sound created in enclosed spaces e.g. halls or stadiums. This creates a sense of space and distance.

**Low EQ Boost**

The lower frequencies of a pitch are boosted, reducing the treble frequencies. The bass tones are more audible.

**High EQ Boost**

The higher frequencies of a pitch are boosted, reducing the lower frequencies. The treble tones are more audible.

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| --- | --- | --- | --- |
| HIGH EQ BOOST | REVERB | WAH WAH | DISTORTION |
| PHASING/FLANGING | LOW EQ BOOST | CHORUS | COMPRESSION |
| DELAY | GATED REVERB | GATING |  |