

Homework 2

Now that you are familiarized with the Renoise software, we're going to make use of some of the capabilities of the tracker to apply effects to the notes that you are writing in the patterns. There are two ways to create effects that apply to the sounds you have put together.

The first involves using Track DSPs, which you can read about here:

http://tutorials.renoise.com/wiki/Track_DSPs

http://tutorials.renoise.com/wiki/Audio_Effects (this is how you apply them)

The second is much more "low-level" and involves writing specific numerical values into the sub-effect column (next to volume) in the pattern directly, which you can read about here:

http://tutorials.renoise.com/wiki/Pattern_Effect_Commands

For your convenience, a "quick reference card" for these pattern effect commands is included with this handout.

You may either use the "Twinkle" example you have written already or come up with new material for this assignment. Please demonstrate the use of three of any of the following effects:

- Delay
- Reverb
- Filter (24dB Moog)
- Flanger
- Phaser
- Distortion

Please submit your homework as an attachment to ochsa@solscope.com, and be sure to visit the web page at <http://www.solscope.com/~ochsa/> for updates (or check the Facebook group).

This assignment is due upon our return from Spring Break.