SFX

COLLABORATORS

	TITLE : SFX		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SFX

1.1 Operators : Vocode

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Vocode
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Function  : Forces the sources1 to "sing" with the sound of source2.
Parameters: Effect  How much the operator effects the outcome
    Bands In how much frequencybands the sound should be divided.
      Higher number is better but slower
    Steps SFX does a transformation every <steps> samplevalues.
      Small values yields  slower calculation, but better
      quality.
      Steps could be max. the half of bands.
    Amp Amplification of the result.
    EAmp  Amplification of the envelopes (a value of 10 equates a
    factor of 1.0)
ARexx     : EffS/E  <Effectproportion> 0..100 %
    EModBuf,EModShape,EModMode
    Bands <Number> 0->4/1->8/2->16/3->32/4->64
    Steps <Steps> 0->1/1->2/2->4/3->8/4->16/5->32
    Ampf  <Amplification> 0..1000 %
    EAmpf <Amplification for envelopes> 0..5000
Notes   : Sources should be of high quality. They should be rich with
    high tones, as the result might otherwise sound too "thin".
    Speech samples as Source1 and synthetics as Source2 produce
    good results.
    (Doesn't works as I imagine yet).
```