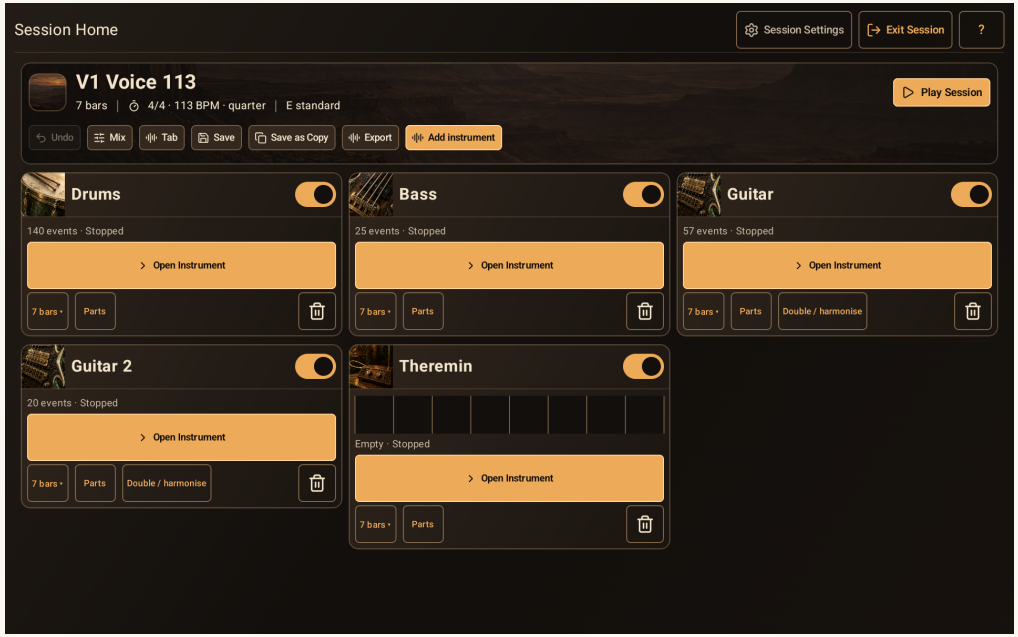
Build the effects

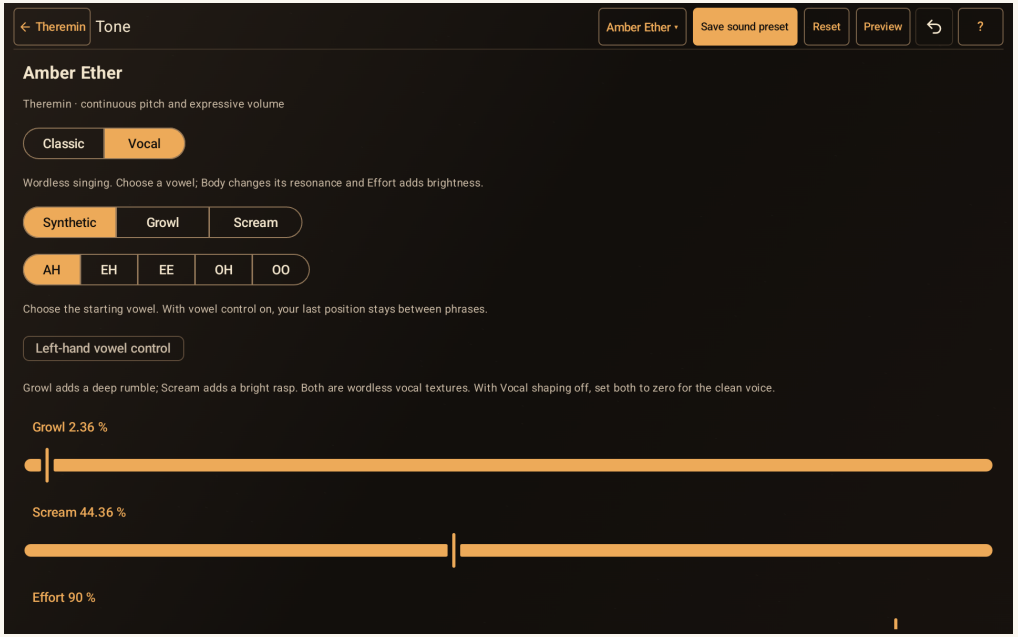
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Vocal Cry / Build the effects



Start from V one Voice one thirteen. Our voice is ready, but it still has the starting effects. We will replace those with drive, equalisation, delay and reverb. Keep this checkpoint separate from the permanent approved preset.

Theremin / Open Tone

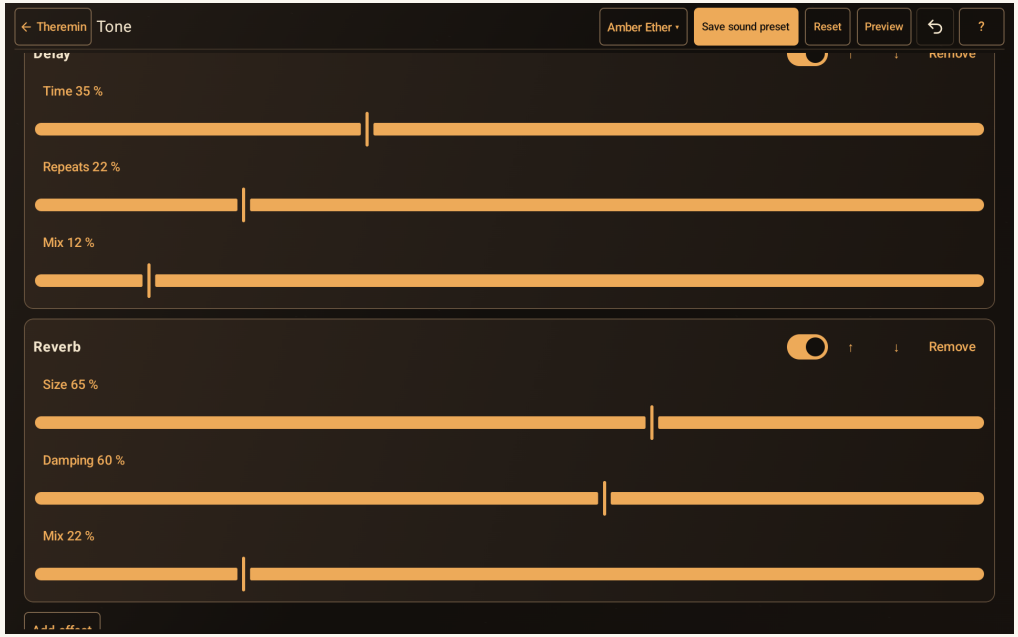


Open the Theremin, then choose Theremin tone.

Build the effects

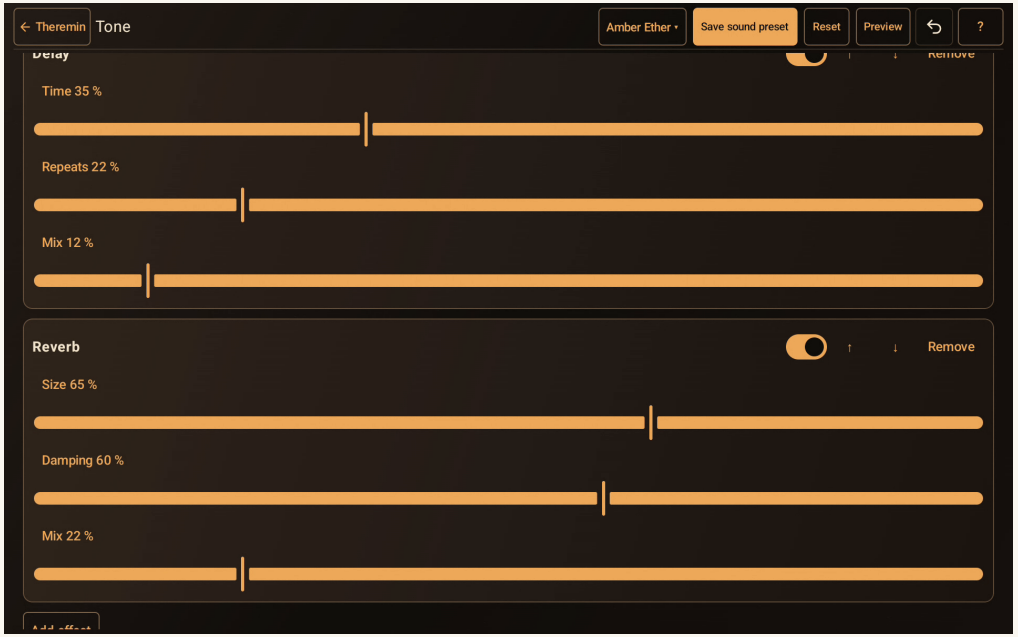
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Scroll / Starting effects



Scroll down to the effects at the bottom. The starting sound has a delay and a reverb. We will remove both so our new chain begins empty.

Remove / Starting reverb

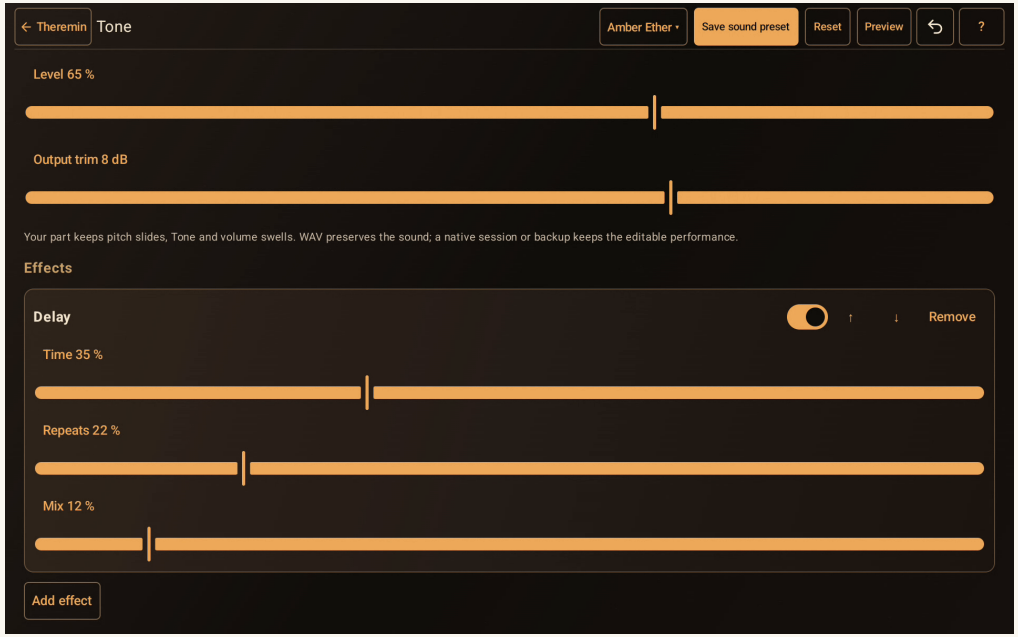


Choose Remove on the Reverb module. Check the heading before removing it.

Build the effects

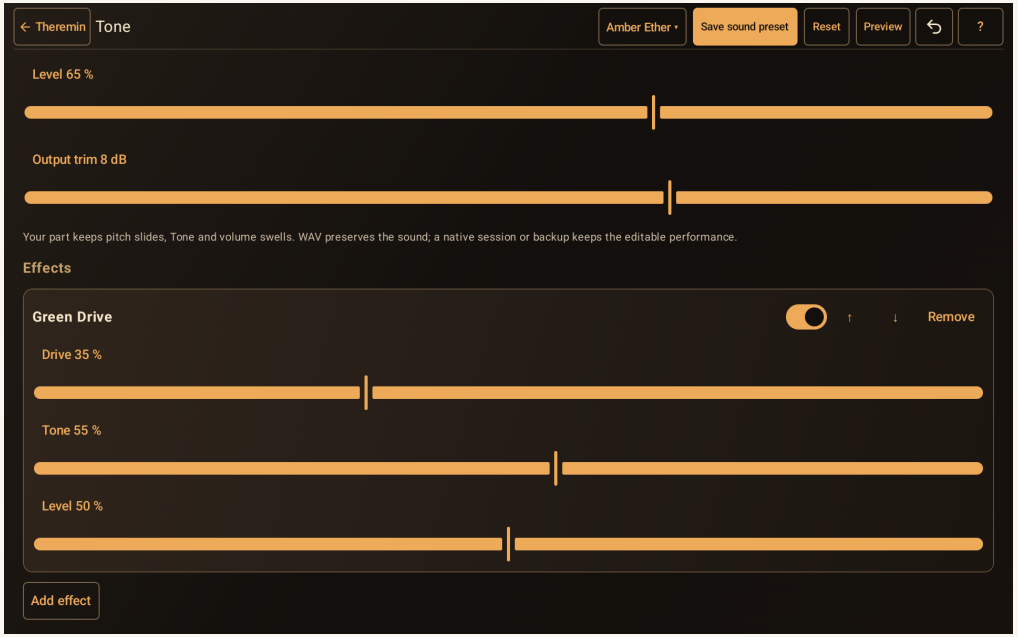
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Remove / Starting delay



Now choose Remove on Delay, then scroll down to Add effect.

Add effect / Green Drive

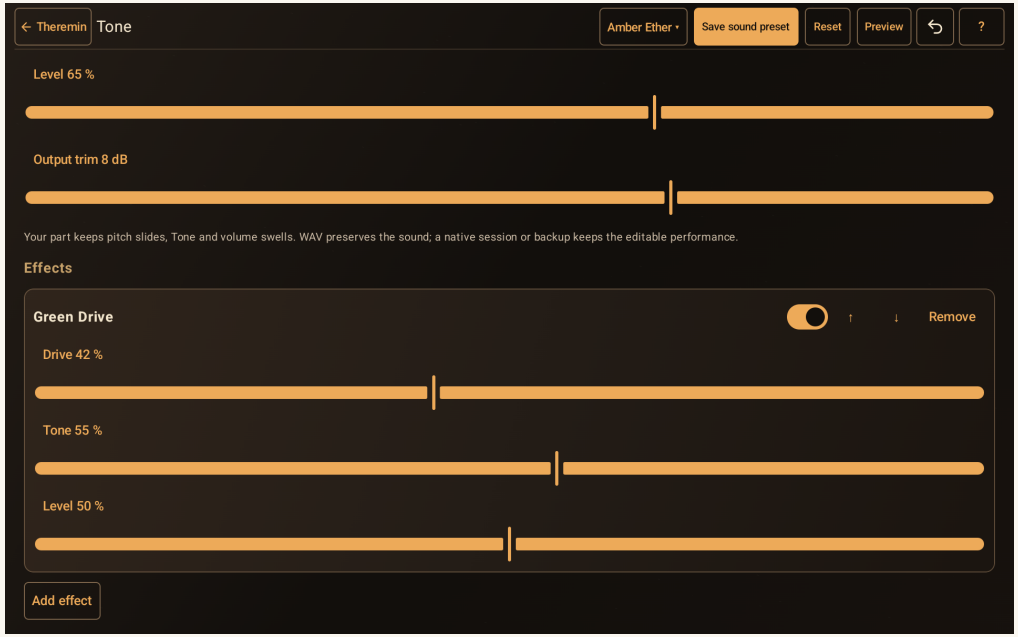


Choose Add effect, then Green Drive. Scroll down to its controls. This gives the voice some driven edge.

Build the effects

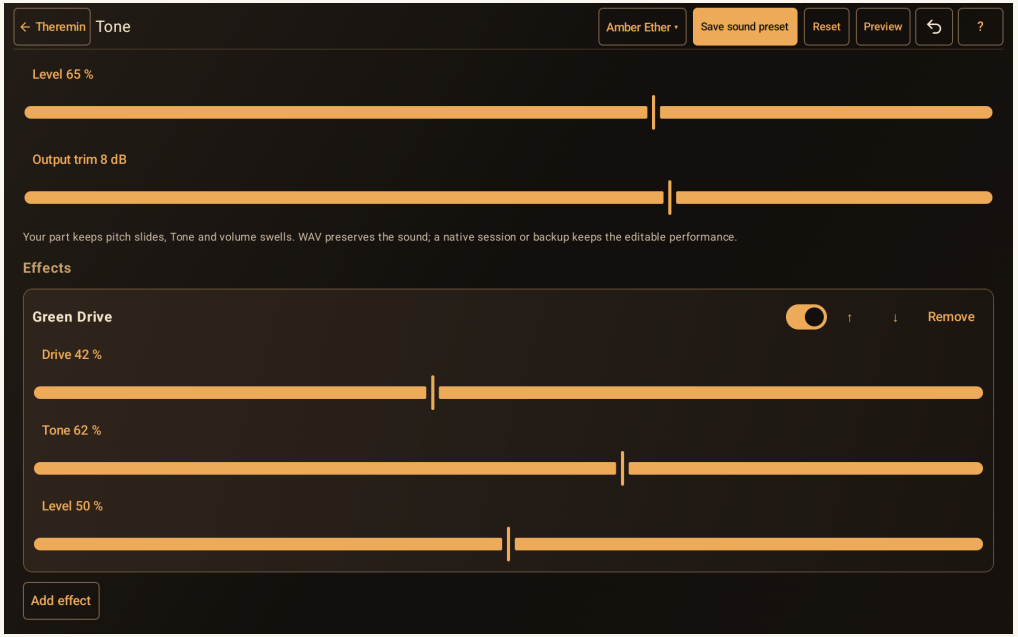
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Drive / 42 %



Set Drive to forty-two percent. Tap the displayed value, type the number and choose Apply.

Tone / 62 %

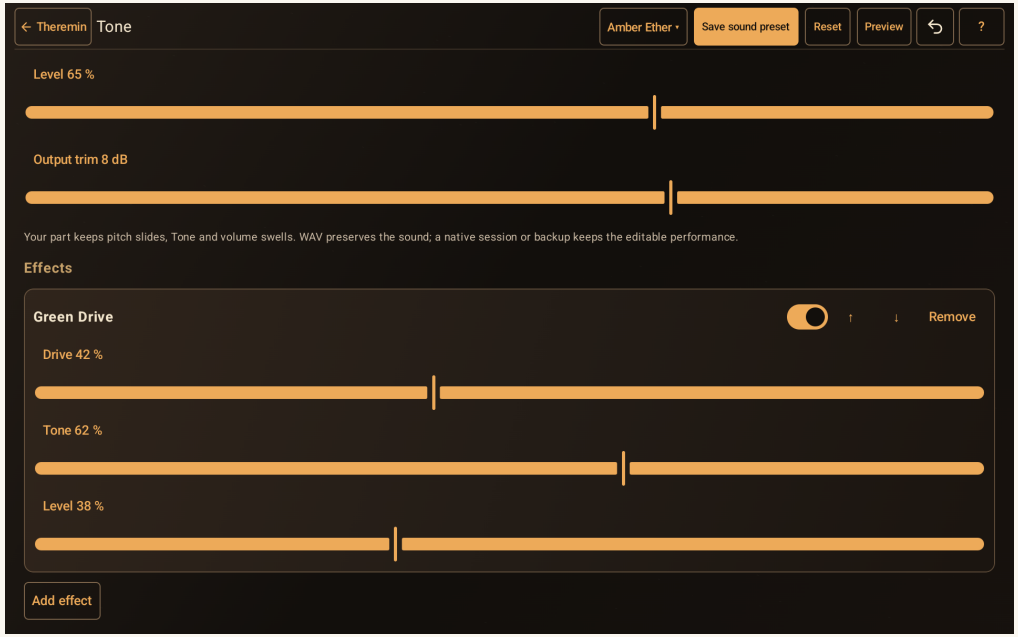


Set Tone to sixty-two percent. This controls the colour of the drive effect.

Build the effects

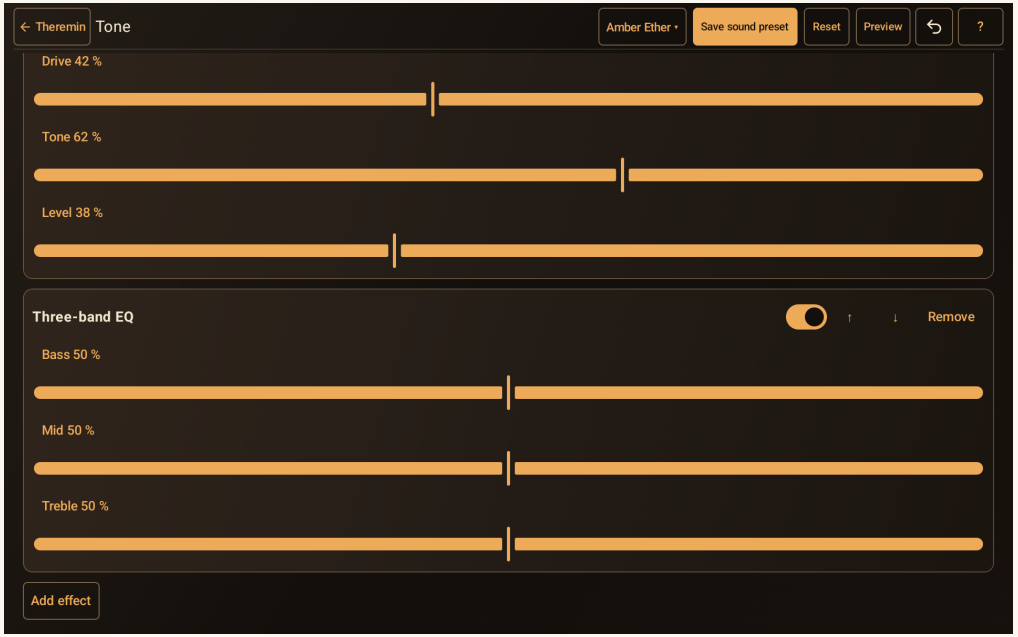
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Level / 38 %



Set this effect's Level to thirty-eight percent. This is the drive module's output, separate from the instrument level and the final mixer.

Add effect / Three-band EQ

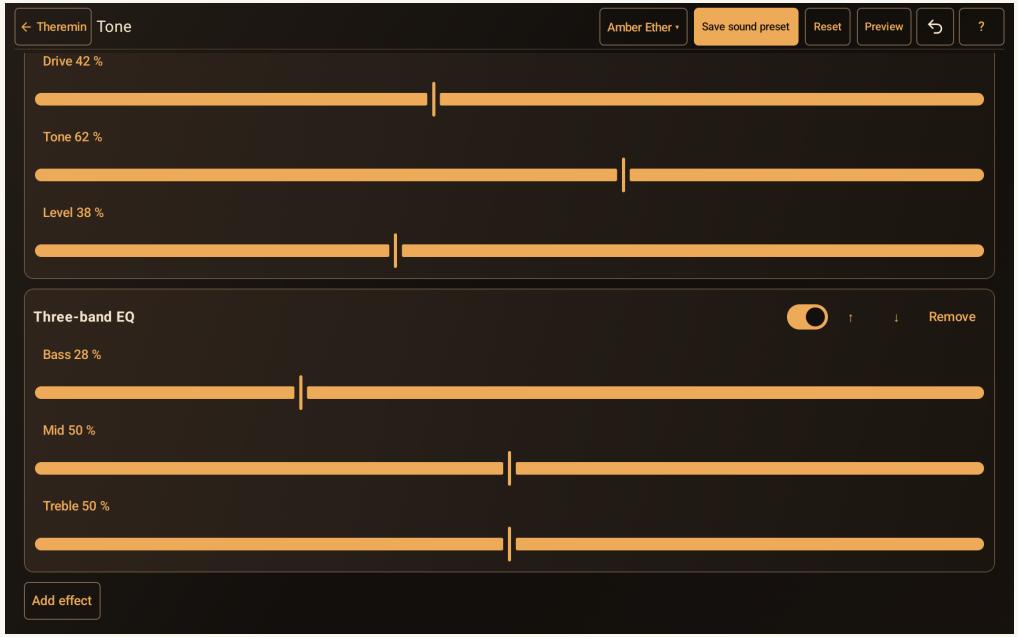


Add Three-band EQ, then scroll to its controls. E Q means equalisation: shaping the low, middle and high frequencies.

Build the effects

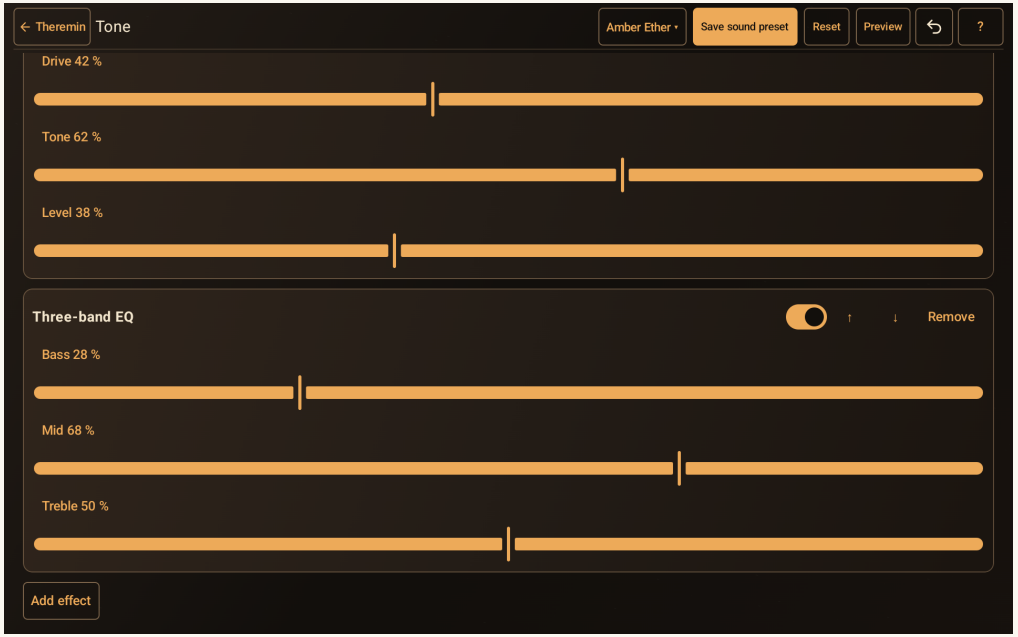
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Bass / 28 %



Set Bass to twenty-eight percent to reduce some of the low weight.

Mid / 68 %

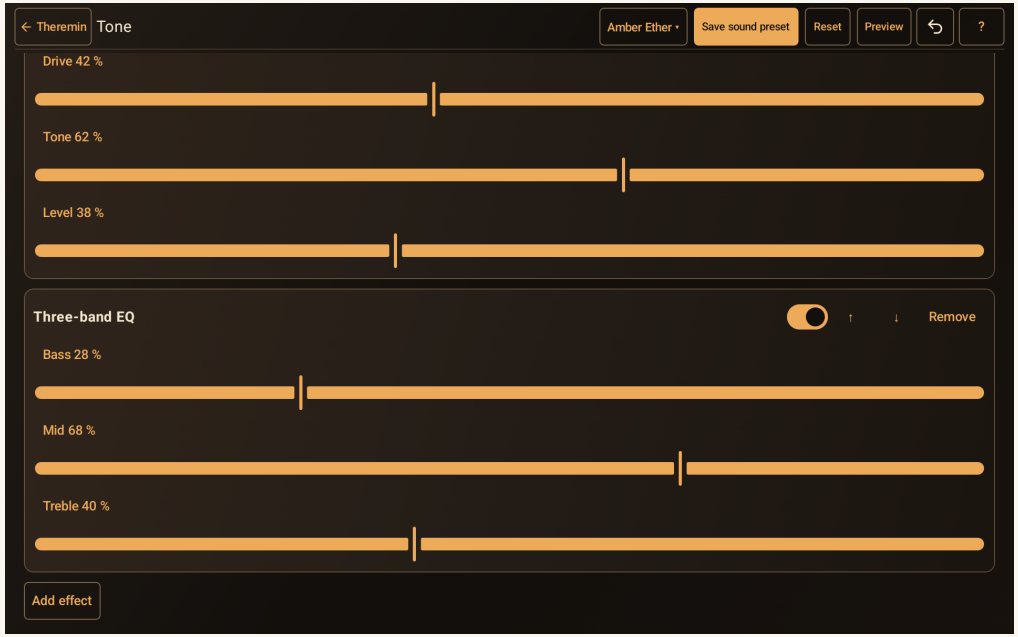


Set Mid to sixty-eight percent. This helps the vowel character stand out.

Build the effects

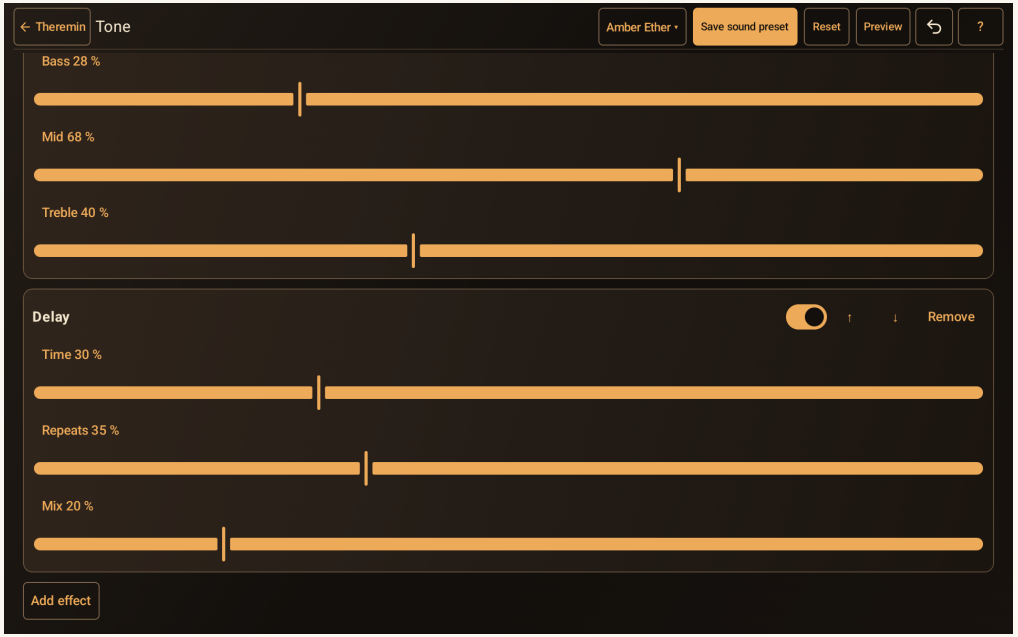
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Treble / 40 %



Set Treble to forty percent, keeping the top end controlled.

Add effect / Delay

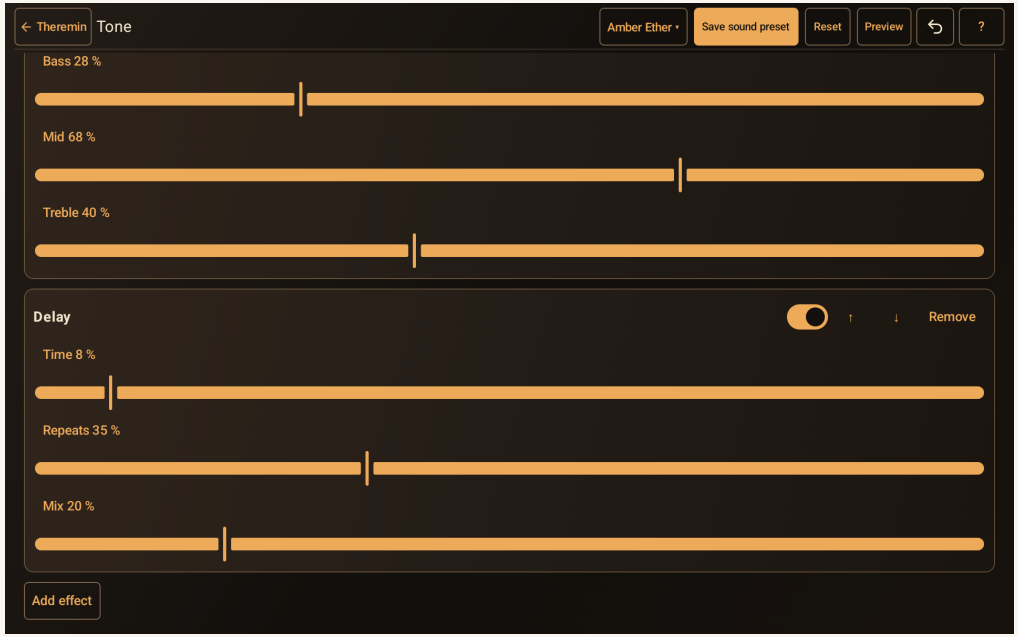


Add Delay and scroll to its controls. Delay adds repeats of the sound.

Build the effects

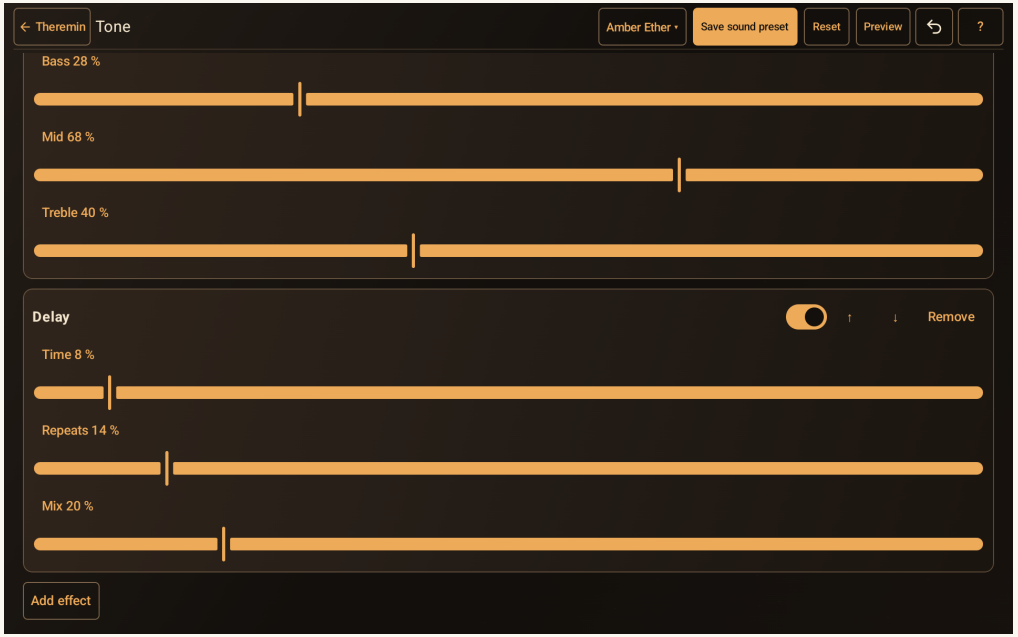
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Time / 8 %



Set Time to eight percent. This is the delay time control's percentage, not eight milliseconds.

Repeats / 14 %

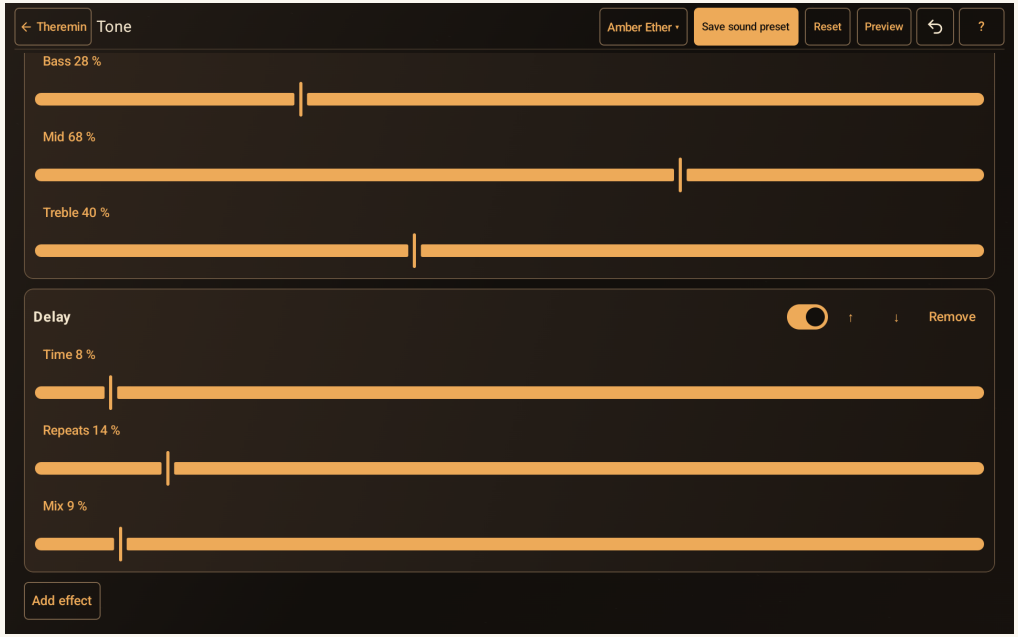


Set Repeats to fourteen percent, for a restrained amount of repeating echo.

Build the effects

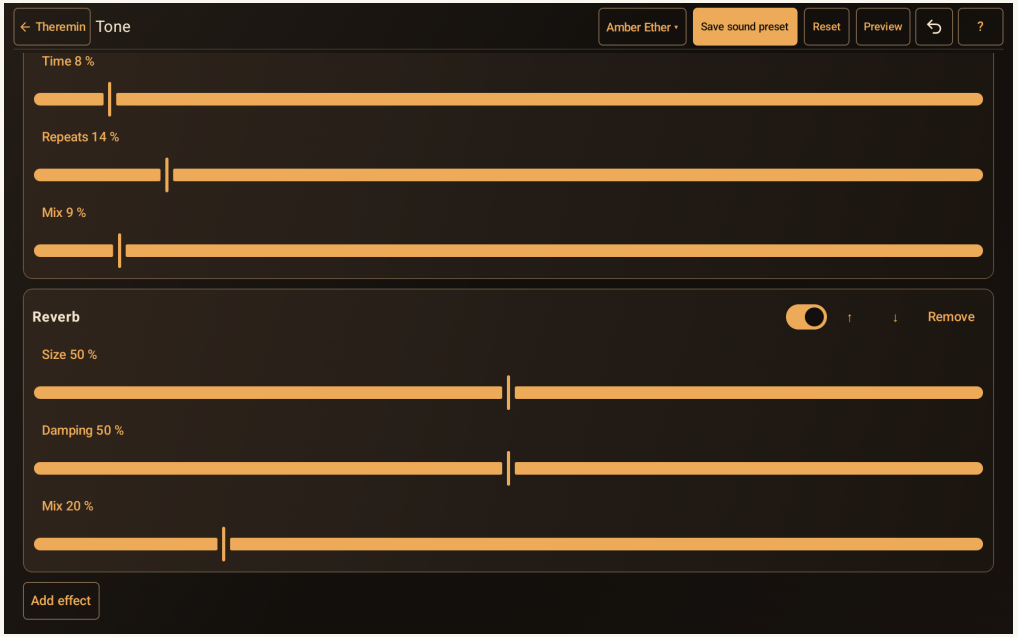
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Mix / 9 %



Set the delay Mix to nine percent. We only want a little of this echo in the sound.

Add effect / Reverb

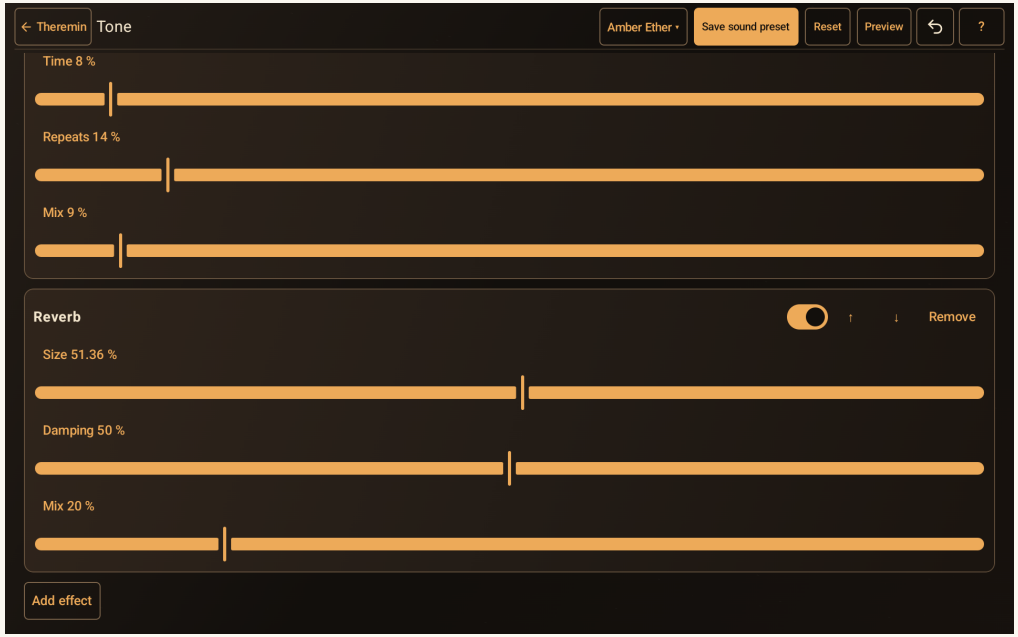


Add Reverb and scroll to its controls. Reverb gives our cry its longer sense of space.

Build the effects

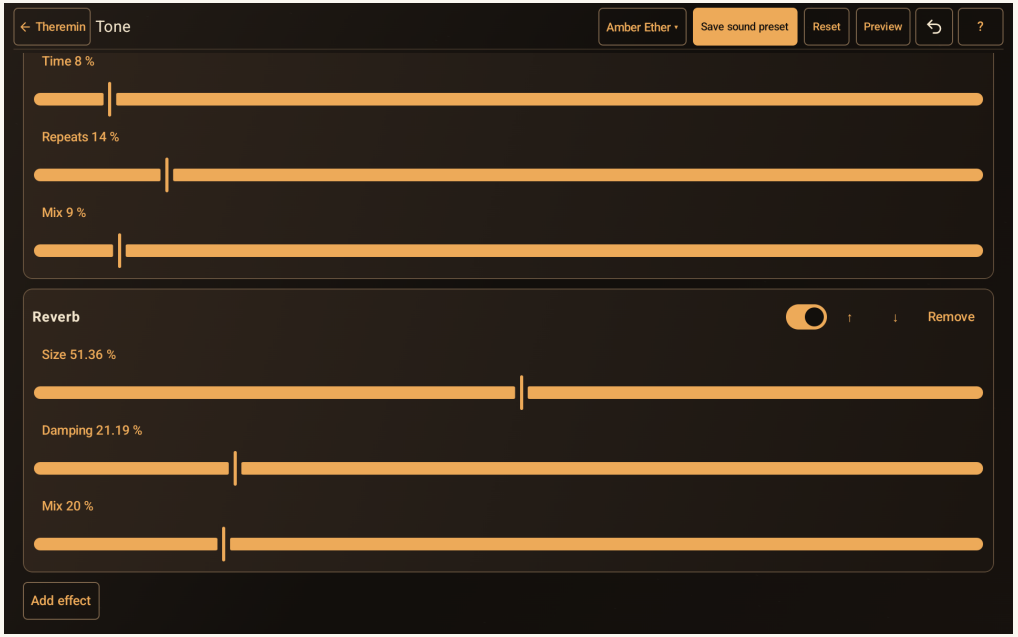
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Size / 51.36 %



Set Size to fifty-one point three six percent. We are using the approved sound with very small rounding for easy numeric entry.

Damping / 21.19 %

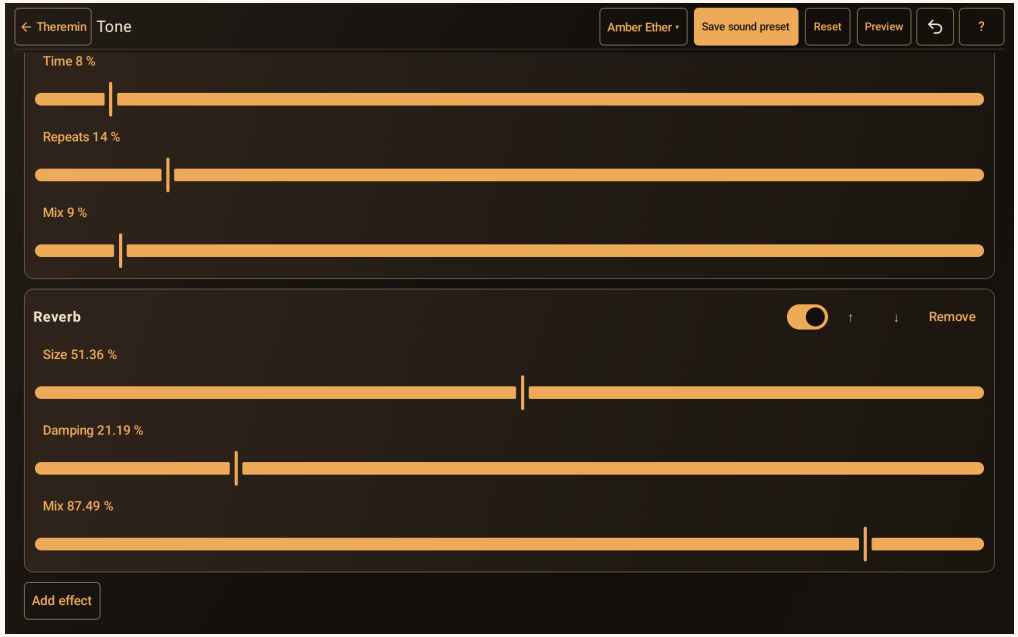


Set Damping to twenty-one point one nine percent. Damping softens the high frequencies in the reverb tail.

Build the effects

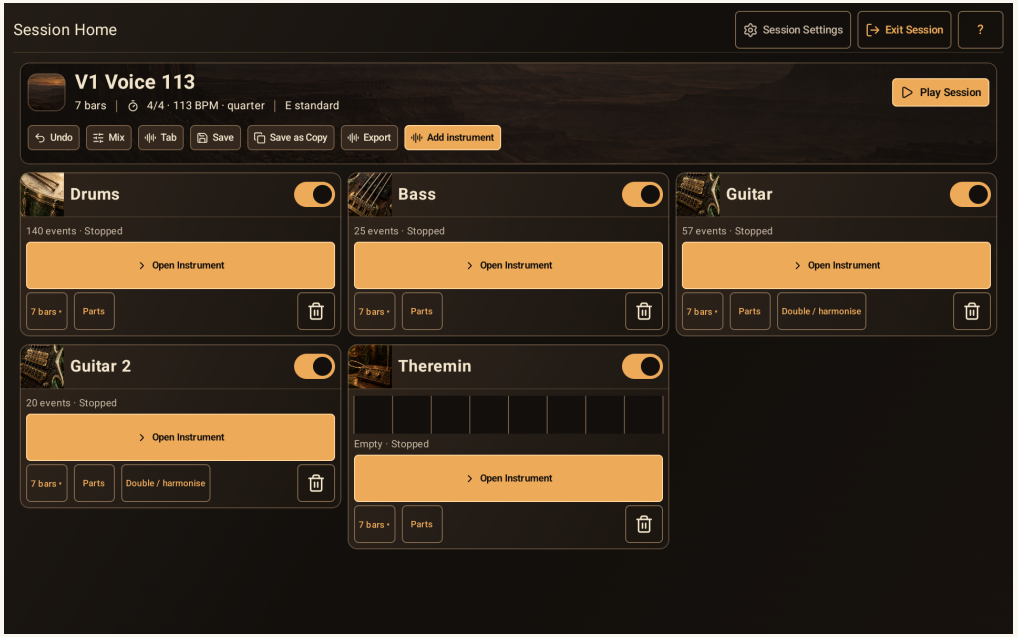
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Mix / 87.49 %



Set the reverb Mix to eighty-seven point four nine percent. This is deliberately a very spacious sound. Leave the effects in this order: Green Drive, Three-band E Q, Delay, then Reverb.

Return / Save the complete sound

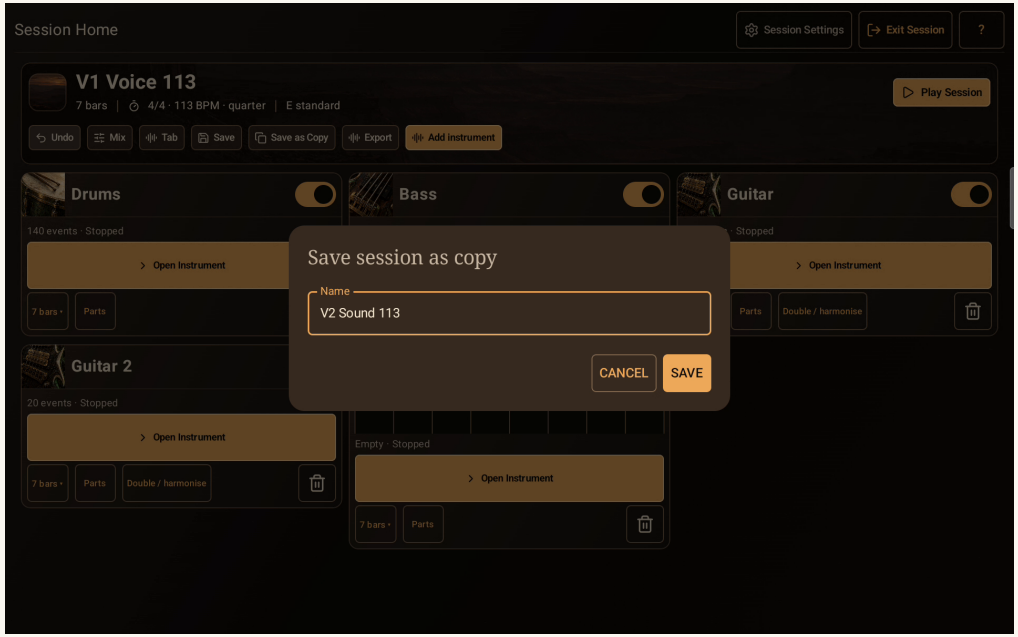


Return to Theremin, then Session. We will hear this complete sound while practising and recording the cries in the next lesson.

Build the effects

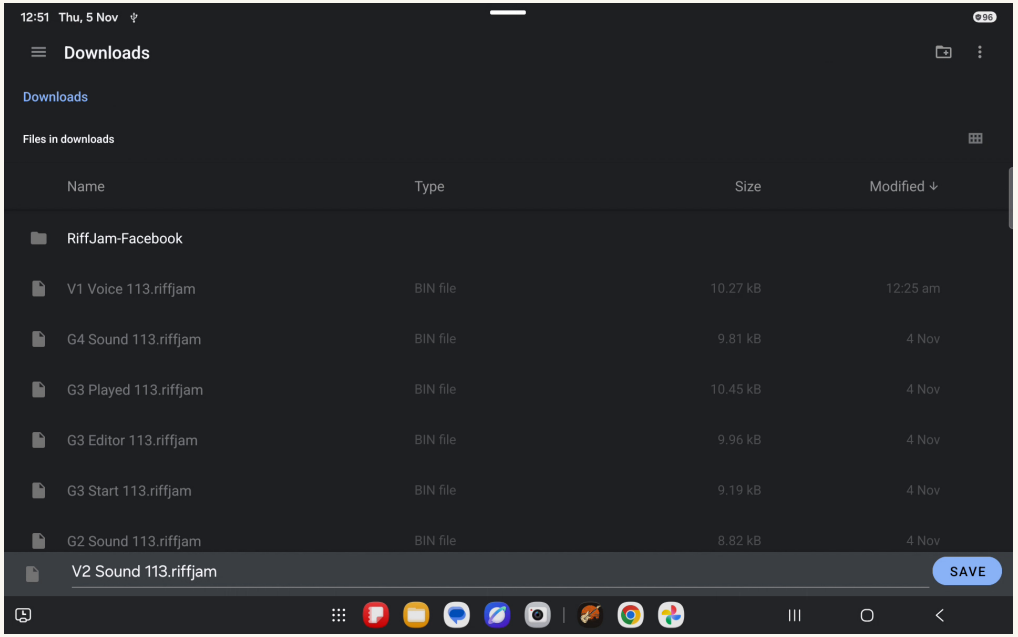
Build Green Drive, Three-band EQ, Delay and Reverb from scratch.

Save / V2 Sound 113



Choose Save as Copy and call this V two Sound one thirteen. Our voice and effects are ready, and the Theremin part is still empty.

Export / Editable session



Choose Export, RiffJam session, then Save. Continue with the played Theremin lesson to record the two cries at the full tempo of one hundred and thirteen beats per minute.