

VADIM TARANOV AMP SIMULATION

NOISE SUPPRESSION



Noise suppression effect designed to filter out noise that usually appears to come along with useful signal from audio interface and guitar. Unlike noise gates this effect uses a low pass filter with signal dependent cut-off frequency that allows one to escape from common noise gate artifacts like stuttering and unwanted notes endings. The effect to be used with electric guitar and bass guitar direct input signals, but also can be used with the other types of signal in an experimental way.

The effect has 3 controls to suite the filtering for your needs.

CUT-POINT control determines constant frequency. The filter can't filter out anything under this frequency, even some part of noise.

SUPPRESSION control determines the depth of filtering and as result, controls filtering amount.

GATHER control determines the frequency which will be used as an envelope for a filter. Turn right if some bit of noise still appears on palm mutes.

USAGE: Put this effect as first in the effects chain in your DAW e.g. before all the equalizers, amp simulators, compressors or anything else. So the order of processing must be like this: Noise Suppression -> EQ -> Guitar Amp Sim -> EQ -> Compressor-> etc.

The effect also allows to process stereo signals like double tracked guitar line, a user has to click on stereo/mono button to switch between modes. For mono signals mono mode is recommended as stereo mode might increase CPU consumption twice.

The plug-in is free and to be used on your risk. The author of the effect is not responsible for any damage caused by this plug-in in any way. You may not redistribute it among the 3rd party. In order to share this plug-in with somebody you must provide them an original link from the blog.

Have a good time,
Vadim