

NOIZZER

Noizzer is a plugin that can help to add punch, snap or weight to your sounds by introducing noise into your signal during percussive hits. This can add frequency information that wasn't present initially in your sounds and can help improve the overall sound of your percussive instruments. Just add it to a single drum sound, tweak a few parameters and you're done.

Controls

- **Listen Mode:** This control allows you to listen to only the noise without the input signal.
- **Sustain Mode:** This turns on the sustain mode, which increases the length of the sound. If you want a longer sound turn this on. Sustain mode also works better for faster repeated sounds.
- **Decay:** This is the length of the noise decay.
- **Transient:** This control adds a transient sound to the noise to increase the “punch” of the sound.
- **Volume:** This controls the volume of the noise.
- **HP:** This is a high pass filter for the noise that helps remove low end.
- **LP:** This is a low pass filter for the noise that helps remove high end.
- **Character:** This allows you to switch between various “flavors of noise”, so you can get something that works for your specific audio.
- **Input:** This controls the input volume.
- **Output:** This controls the output volume or the overall volume.

Quick Start

There are many ways and approaches to using this plugin, but a quick I'll try to give you a quick and easy way to get started. First get a single percussive sound you want to enhance and loop it. Add Noizzer and listen to the sound. Turn to volume down until you can still hear the effect, but it doesn't stand out too much. Now go through the character selection and choose one that sounds good for your project. Now adjust the HP and LP filters to get rid of any excess low or high end. Adjust the volume again to make sure it fits just right and you're done. From there you can adjust the output to make sure it matches the input signal and then bypass the plugin to hear the difference in sound. That's it, you're done. Quick and easy.