



EFFECTS AND REVERBERATION



Audio Effects and Processing in Nyquist

- Delay
- Echo (feedback delay)
- Equalization
- Chorus
- Panning
- Compression/Limiting
- Sample Rate Conversion
- Sample Size Conversion
- Reverberation

Delay

- Creates echo effect
- Very short delays create spectral effects and/or chorus effect
- Implemented by delay buffer or simply by adding sounds using an offset:
 - `cue (sound) @ delay`
 - Note: `cue` coerces a sound into a behavior that can be shifted using the `at` transform.