

## AUDIO FILTERS IN FINAL CUT

### 3 BAND EQUALIZER

Splits audio file into three bands--bass, mid-range, and treble. By changing Gain setting (the slider or value in the box), you redefine volume of each band relative to other bands. All have Frequency and Gain, which allows changes to frequency and the Gain (volume).

### BAND PASS

Used to emulate sound of fast food drive-up speaker! Do this through Frequency or Q, which modifies the range being changed by narrowing or widening the frequency affected.

### COMPRESSOR/LIMITER

Helps smooth out differences in clips recorded at different times in particular location. Works by compressing volume, thus reducing dynamic range. Threshold & Ratio control audio level when limiter is activated, permitting filter to “kick in” when sounds exceed or fall below setting. Attack & Release “tell” FC how quickly Threshold & Ratio will occur.

### DC NOTCH

Helps get rid of “artifacts” that can be picked up through cables. Essentially, this filter works “behind” the scenes, scanning audio tracks as they play and searching for extraneous low-frequency signals that signify hums or noise.

### ECHO

Quite simply what it’s called. You can play with the various sliders (Effect Mix, Effect Level, Brightness, Feedback, and Delay Time) to get the effect you desire.

### EXPANDER/NOISE GATE

Similar to Compressor/Limiter, fixing inconsistencies in volume levels.

### HIGH PASS FILTER

Allows any sounds in higher frequency ranges to pass through “untouched” when reducing sounds (such as background noises) in lower frequencies. Essentially, this allows you to get rid of low frequency noise, such as an electric motor or car engine.

## **AUDIO FILTERS IN FINAL CUT**

### **HIGH SHELF FILTER**

This removes high frequencies and allows low frequencies to take precedence. (Think of it as being opposite the High Pass Filter.)

### **HUM REMOVER**

Similar to DC Notch filter but lets you choose frequency to be singled out for removal.

### **LOW PASS FILTER**

Allows you to tone down audio that has been recorded a little too bright (that is, the frequency is a bit high).

### **LOW SHELF FILTER**

Opposite of Band Pass filter. Lets you control low frequencies, making them louder or softer while not affecting brightness.

### **NOTCH FILTER**

Similar to the Hum filter. This allows you to remove artifacts in a narrow frequency range (such as a noise that overpowers the rest of the audio).

### **PARAMETRIC EQUALIZER**

Combines controls in Band Pass, Notch, & High/Low Shelf filters to modify a single frequency band.

### **REVERBERATION**

Reverb is the ambient sound created by the natural acoustics of a location.

### **VOCAL DeESSER**

Helps remove sibilance (from someone who lingers on S's and other such sounds).

### **VOCAL DePOPPER**

Helps remove the plosives from someone who "pops" such vowels as D, T, P, etc.