

Distortion the basic  
tone, thereby giving  
the instrument's

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Distortion is a sound effect achieved by deformation of a signal by its "hard" amplitude limitation, or a device providing such an effect. Sometimes this term refers to a group of similar sound effects (overdrive, fuzz and others) that realize nonlinear distortion of the signal.

They are also called "overload" effects, and the corresponding devices are "distortors". The distortion effect, as a component, is present in synthesizers, effect processors and computer programs for sound processing. A large number of harmonics arise in the spectrum of the distorted signal. Each harmonic represents a sinusoidal oscillation, with a frequency greater and a multiple of the fundamental frequency. Harmonics of higher orders are already outside the sound range and have a small amplitude of oscillations, so they can be neglected. In accordance with the multiplicity, the harmonics are divided into even and odd. Even harmonics consonant with each other and with the basic tone, thereby giving the instrument's timbre volume and depth. The frequency, for example, of the third harmonic is three times higher than the frequency of the fundamental tone and corresponds to a note lying from the fundamental tone at a distance of a fifth through an octave.

In principle, this harmonic can be called a consonant basic tone, but when playing several notes simultaneously, it can be discordant with another basic tone and its harmonics. Thus, the odd harmonics of higher orders are less musical and create "mud" in the sound. Low notes sound "overloaded" high. In high sounds, harmonics will increasingly go beyond earshot, while at low frequencies they are within the frequency range. It should also be borne in mind that the vibrations of the strings are not pure tones (unless the natural

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flajulets areas close to them as possible) and are themselves rich in harmonics. That is, a complex signal is subjected to distortion and its harmonics generate their additional harmonics.

Obviously, for sounds produced by thick strings, there are more distinguishable harmonics, and, accordingly, more secondary harmonics generated by them. There is also such a phenomenon as intermodulation: two simultaneously sounding notes cause distortion to produce another sound, determined by the difference in their frequencies. In the case of two notes, this sound is in harmony with the two basic notes, but three notes form three pairs of notes and generate three secondary sounds introducing dissonance.