

## Tips on playing guitar effects

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Tips on playing guitar effects [caption] [Guitar effects](#) are very influential in the guitar game especially rock music, jazz, Rage and metal music, the setting is not easy. Need enough knowledge to set it as the character of the song we want. For more details about the amplifier we can divide it into 3 important parts of the pres amp that processes the whole tone of the gain and E Q, then the power amp that picks up the signal that has been processed by the pres amp to then thrown to the speakers. Speakers are the 3rd important part of an amplifier. An automatic head amplifier consists of a pres amp and power amp. Speaker we know as cabinet. Head Cabinet we call the stack. An amplifier that pres amp, power amp and speakers together into one part, we are familiar with the name of the combo amplifier.

1. Pedal Distortion / Overdrive. To get different distortion effects from the character amplifier, we can use the stomp box effect. This effect usually consists of gain / drive / distortion / saturation, equalization (bass, mid, & treble) parameters, and the level / master is the same as that of a pres amp. The setting is the same as when we set our pres amp. Some stomp box effects are also used as boosters on an amp with a semi-distortion / crunch character, so the amps will be as if they have three channels, channel clean, crunch / semi distortion, and leads for full distortion. Effects like this we usually call the pedal overdrive. The overdrive pedal usually has three parameters namely, drive / distortion, tone, and master. Few tips from me to get a warm guitar sound if using the overdrive pedal as a booster, try setting your tone parameters in the minimal position, even I prefer to set it in the zero position. Some examples of overdrive pedals are Ibanez tube screamer, Boss OD-1, etc.
2. Compressor What a compressor effect does is keep the sound out of guitar instruments at a consistent level. This means the effect reduces the dynamics that are too wide on the signal generated by a guitar, which lifts the level out slowly on the guitar and lowers the exit level too hard on the guitar, so the resulting level can remain stable. Usually this effect is used for sustainable sound clean on the guitar or sometimes we use to play funk. There are 3 basic parameters that usually exist on the compressor pedal, including the level parameters, to

determine how hard the sound of compression we want to remove, then the attack parameter to determine how quickly the compressor effect response , and sustain parameters to determine how much we lift Level of a slow guitar sound. Better compressor effects have more complex features, such as the ratio to determine how large the compression are compressed. Release time to determine the speed of the compressor to release the gain reduction after the signal input drops below the threshold. Threshold is the threshold level at which the compressor is activated, and processing will be done according to the setting ratio, attack and release

3. Reverb. Reverb or we can call it with an echo. Reverb effects are usually present directly on the amplifier. Reverb effect found in the amplifier we are familiar with spring reverb. Called spring reverb because in the amplifier there is a per length that produces the reverb. Spring reverb is usually only controlled using 1 parameter only, so the use of this reverb is very simple.
4. Delay Sometimes if we want to play a solo guitar, we find that delay sounds more clearly than reverb. I do not like to use the reverb effect that is too big especially in my guitar solo game because the reverb effect is too big to disguise my guitar playing, so my guitar solo can sound blurred and unclear. Delay can give a similar effect to the reverb but more clearly than the reverb. The principle of delay placement in the order of effects is the same as the reverb that is placed after the distortion.