


## Filters



Filters are found in the Filter category of prototypes. These prototypes often already have their own inputs. Users should replace these inputs with the input of their choice by either (a) dragging an input prototype onto the pre-existing input, or (b) dragging an input prototype into the input field of the filter.

### 1) Filter

<b>Type</b>	<b>Frequency</b>	<b>Q</b>	<b>Scale</b>	<b>Feedback</b>	<b>Order</b>
<input type="checkbox"/> LowPass	IA1 * 2000 hz	IA2	IA4	IA3 * 0.85	8
<input checked="" type="checkbox"/> HighPass	<b>Input</b>				
<input type="checkbox"/> AllPass					


*Filter*

### 2) Harmonic Resonator

<b>Frequency</b>	<b>Brightness</b>	<b>Input</b>
IA1 * 110 hz	0.5	
<b>Decay Time</b>	<b>Scale</b>	
IA2 * 1 s	IA3 * 0.25	
<b>Wavetable</b>	<input type="checkbox"/> Prezero	
Private 		


*Harmonic Resonator*

### 3) HighShelvingFilter (also see LowShelvingFilter)

<b>CutoffFreq</b>	<b>Input</b>
8000 hz	
<b>BoostOrCut</b>	
16	
<b>Scale</b>	
0.5	


*High ShelvingFilter*

### 4) Presence Filter

<b>CenterFreq</b>	<b>Bandwidth</b>	<b>Input</b>
8000 hz	1000 hz	
<b>BoostOrCut</b>	<b>Scale</b>	
16	0.3	

*PresenceFilter*

### 5) TwoFormantFilter

<b>Formant1</b>	<b>Formant2</b>	<b>Input</b> 
IA1 * 609 hz	IA4 * 1000 hz	
<b>Bandwidth1</b>	<b>Bandwidth2</b>	
IA2 * 7 hz	IA5 * 10 hz	
<b>Scale1</b>	<b>Scale2</b>	
IA3	IA6	
		<i>TwoFormantElement</i>