

Convolution in Sound Hack

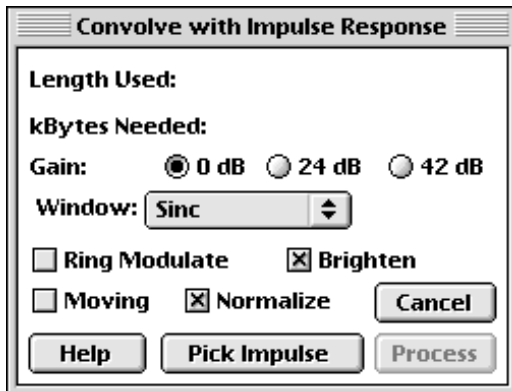
Convolution is a process whereby the output of a **source** file is filtered by an **impulse** file.

1) Create an **impulse** file in **Sound Designer** as follows:

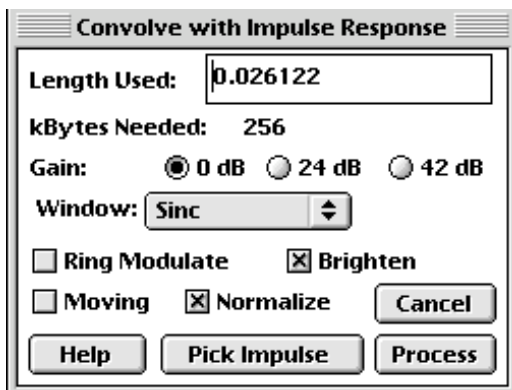
- a) Open any sound file you wish
- b) Select a fragment less than 0.050 secs in length and copy it
- b) Create a new file entitled "imp.1"
- c) Paste the fragment into "imp.1"
- d) Normalize but do not fade in/out.

2) Launch **Sound Hack** and do the following:

- a) Open any **source** file you wish
- b) Choose **Hack>Convolution** from the menu
- c) Set the window that appears to the values below:



- d) Press "Pick Impulse"
- e) Navigate through the dialog box and select "imp.1"
- f) A window like the one below will appear:



- g) Press "Process" and save the new file to any desired location.