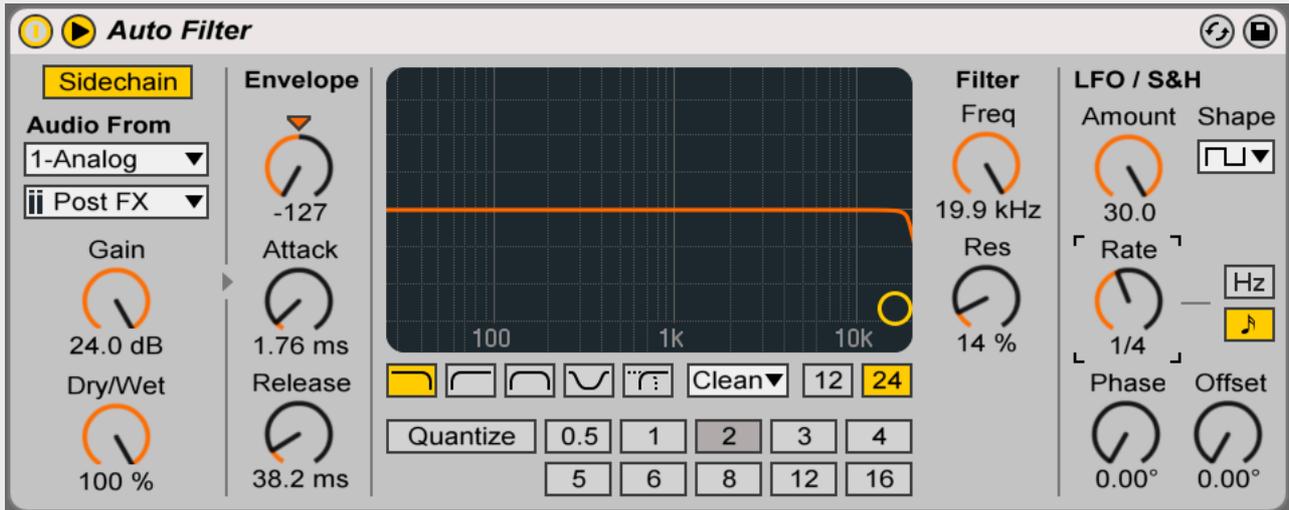


# Sidechaining the Filter

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In this tutorial we'll demonstrate how to apply Sidechain to the Auto Filter. The purpose of this application is to avoid two synth sounds from clashing and muddying up a track. It also adds more movement to the whole feel of the track.

## The Concept

On one synth track we have a percussive type synth sound that plays a syncopated pattern. The other track is just a Soft Pad type of sound that plays sustained chords. We want the soft sustained pad to make room for the percussive synth every time it plays. This can be done using a compressor as well, however, using the Auto Filter will also add a swell and sweep to the sound.

## Instructions

1. Create **2 MIDI** tracks.
2. Load a **percussive pad** sound onto the first MIDI track.
3. Rename the track **Perc Pad**.
4. Load a soft, sustained pad sound onto the **second** MIDI track.
5. Open the **Browser** and select **Audio Effects**.
6. Add the **Auto Filter** device to the **2nd** track.
7. Turn ON the **Sidechain** feature on the Auto Filter.
8. Select the **Perc Pad** from the **Audio From** menu.
9. Turn the **Gain** dial up all the way.
10. Set the **Dry/Wet** signal to **100%**.
11. Set the **Envelope** to **-127**. Instead of ducking the sound, the filter will now open up in-between the chords played by the Perc Pad.
12. The **Attack** and **Release** need to be a bit slow, so the Pad synth can swell in and out.

We could use Quantize to set the Attack and Release time, so it's in time with the tempo, but you have to watch the Gain as it tends to get a bit glitchy.

Experiment with different settings. The above example is a guideline to get you started.

Also play with the LFO to add even more motion to the sound (see image).