

Assignment 3 - Reverb

Rubric Criteria

Reverb 1 (20%)	Implemented using the <code>dsp::Reverb</code> processor. The GUI allows the user to set all parameters of this processor with the correct ranges. The reverb sounds correctly.
Reverb 2 (20%)	Implemented using recorded impulse responses. The GUI allows the user to choose from at least 5 appropriately named impulse responses. The user must also be able to load their own impulse response. The reverb sounds correctly.
Reverb 3 (20%)	Implemented using constructed impulse responses. The GUI allows the user to choose one of two pre-constructed impulse responses (one with fast decay, and one with slow decay), or a custom one where the user sets the length from 0 to 6 sec. The reverb sounds correctly.
Reverb 4 (20%)	Implemented using multiple delays and high-pass filters. The user is able to adjust the delay times and the cutoff frequency. The default parameters present the best reverb using this method. The reverb sounds correctly.
Presentation (20%)	Is the layout of the GUI intuitive? Is it easy for the user to find the feature they are looking for? Does the plugin look professional in terms of matching fonts, centered elements, no typos etc. ?