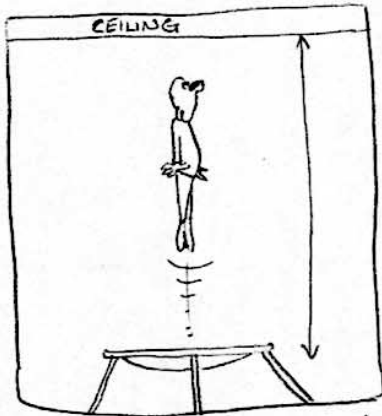
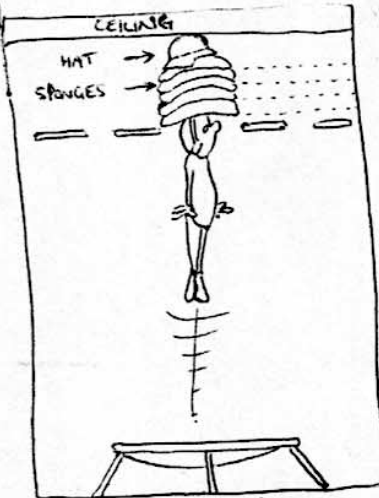


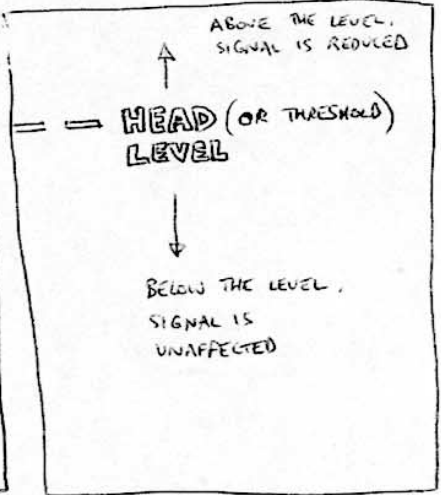
HOW TO COMPRESS THE BOUNCING CHAP



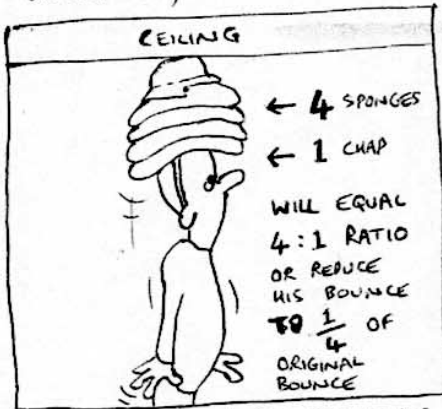
1) THE CHAP (SIGNAL) CAN BOUNCE UP AND DOWN FREELY. (SIGNAL IS UNRESTRICTED IN VOLUME INCREASE OR DECREASE.)



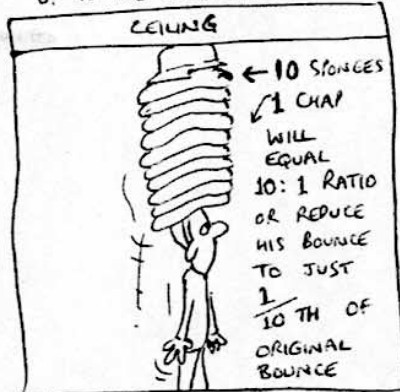
2) THE AMOUNT OF SPONGES IN THE CHAP'S HAT RESTRICT HOW HIGH HE CAN BOUNCE. CHAP'S HEAD WILL NOT GO UP TO THE CEILING, NOW.



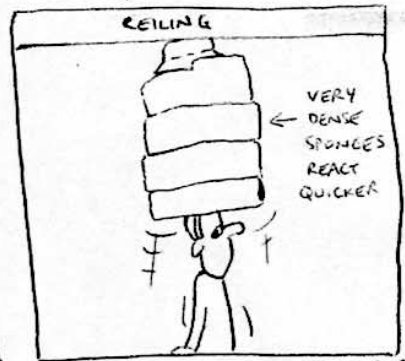
3) IF CHAP'S HEAD GOES BEYOND HEAD LEVEL (OR THRESHOLD) HIS UPWARD TRAVEL WILL BE REDUCED (ATTENUATION WILL OCCUR).



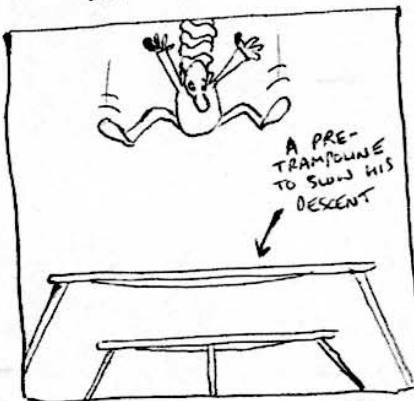
4) IF HE HAS 4 SPONGES IN HIS HAT HIS UPWARD TRAVEL WILL BE REDUCED IN A DIFFERENT WAY TO IF HE HAS...



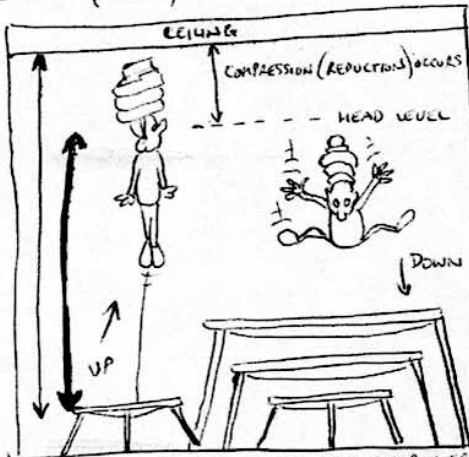
5) TEN SPONGES IN HIS HAT !! (RATIO)



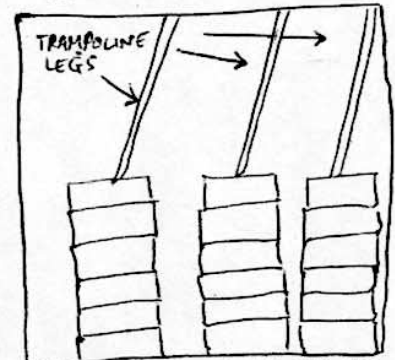
6) THE DENSITY OF THE SPONGES WILL DETERMINE HOW QUICKLY THE CHAP'S BOUNCE IS REDUCED (HOW FAST ATTENUATION OCCURS). FOUR DENSE SPONGES WILL REDUCE HIS BOUNCE QUICKER THAN FOUR THIN ONES. (SPEED)



7) IN ORDER TO SLOW DOWN HIS DESCENT TO HIS ORIGINAL TRAMPOLINE (RETURN TO 0dB ATTENUATION), HE PLACES ANOTHER TRAMPOLINE IN THE WAY OF HIS ORIGINAL. (RELEASE)



8) OBVIOUSLY, THE AMOUNT OF PRE-TRAMPOLINES HE HAS, THE SLOWER HIS DESCENT TO THE ORIGINAL TRAMPOLINE WILL BE. ON THE LEFT SIDE OF THE DIAGRAM, YOU CAN SEE THAT THE CHAP'S ASCENT HAS BEEN REDUCED BY THE NUMBER OF SPONGES IN HIS HAT.



9) SO HE FIGURES IF HE HAS HAD HIS UPWARD PROGRESS INTERFERED WITH, HE CAN MAKE UP FOR IT BY PUTTING BRICKS OF AN EQUAL WIDTH AS HIS SPONGES UNDER THE TRAMPOLINES ... THAT SHOULD MAKE EVERYTHING HIGHER, RIGHT?

A COMPRESSOR YOU MAY NEVER, EVER SEE ...

HEAD WL. (FT)

SPONGES

THICKNESS (DENSITY)

PRE-TRAMPOLINING

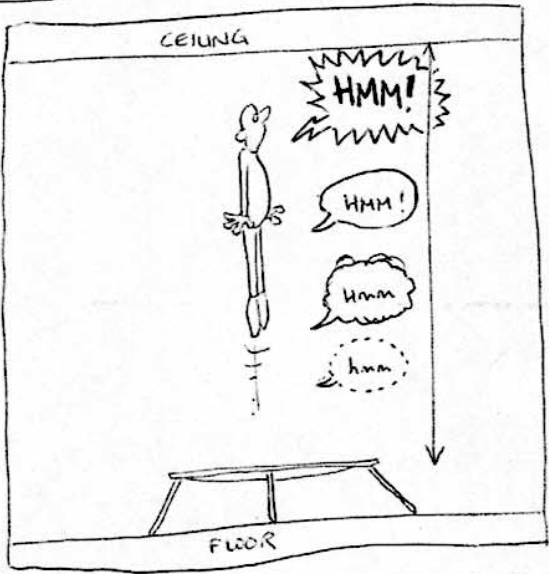
LEGS MORE BRICKS

SPONGE REDUCTION METER (FT)

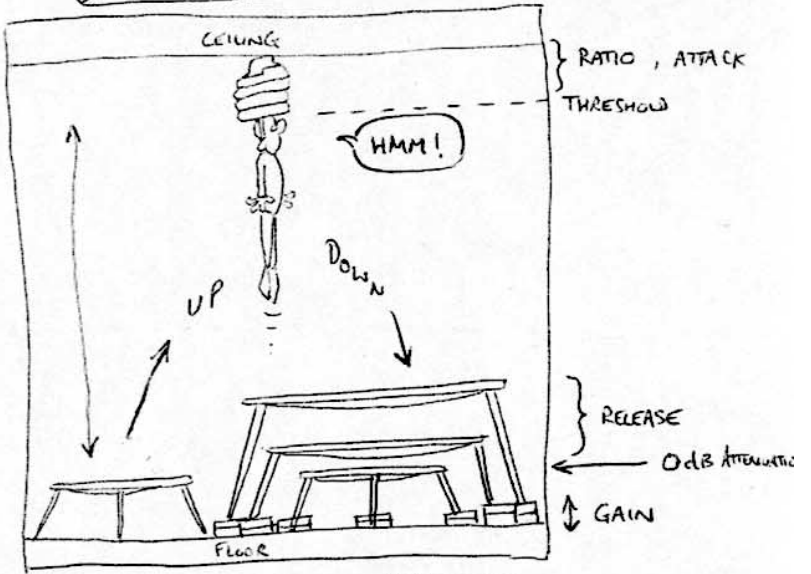
VANISH BUTTON (BYPASS)

THIS BUTTON MAKES THE HAT, SPONGES, PRE-TRAMPOLINES AND BRICKS ... VANISH !!!!

UNCOMPRESSED



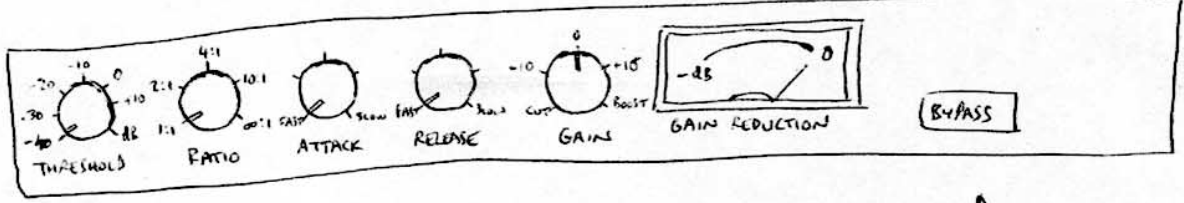
COMPRESSED



1) NOW IMAGINE THE BOUNCING CHAP MAKES A HUMMING NOISE WHEN HIS FEET TOUCH THE TRAMPOLINE, AND AS HE ASCENDS, THAT NOISE GETS LOUDER AND LOUDER, THEN WHEN HE DESCENDS, HIS HUMMING GETS QUIETER... SO, THE HIGHER HE BOUNCES, THE LOUDER HE HUMS, THE LOWER HE GETS, THE QUIETER HIS HUMMING BECOMES.....

2) OUR BOUNCING CHAP NOW REPRESENTS A SOUND SIGNAL, AND WE CAN NOW SEE HOW COMPRESSION OF THAT SOUND WORKS: ANYTHING ABOVE HEAD LEVEL (OR THRESHOLD) WILL BE ATTENUATED BY THE AMOUNT OF SPONGES (OR RATIO) WHICH WILL WORK AS FAST AS THE DENSITY OF THE SPONGE (ATTACK) AND HIS DESCENT'S SPEED (OR RETURN TO 0dB ATTENUATION) WILL BE DETERMINED BY THE PRE-TRAMPOLINES (OR RELEASE). THE TRAMPOLINES ARE HEIGHTENED BY THE BRICKS (OR GAIN), WHICH MEANS HIS HUMMING WILL BE A BIT LOUDER, DEPENDING ON HOW MANY BRICKS ARE THERE; EVEN AT 0dB ATTENUATION.

MORE FAMILIAR COMPRESSOR CONTROLS...



↑
 ANYTHING ABOVE THIS LEVEL WILL BE AFFECTED ...
 ... BY THIS RATIO OR FRACTIONS
 IE: 2:1 = 1/2
 4:1 = 1/4
 ETC...
 ... AND IT WILL START TO HAPPEN THIS QUICKLY ...
 ... AND RETURN TO NORMAL (0dB ATTENUATION) THIS QUICKLY ...
 ... THE WHOLE SIGNAL WILL THEN BE CUT OR BOOSTED BY THIS AMOUNT TO MAKE UP FOR ...
 ... THE AMOUNT OF ATTENUATION THOSE OTHER CONTROLS ACHIEVED, WHICH WILL BE SHOWN ON THIS METER ...
 ... AND THIS BUTTON LETS THE WHOLE SIGNAL PASS THROUGH COMPLETELY UNAFFECTED ... SO YOU CAN HEAR WHAT IT SOUNDED LIKE BEFORE ALL THAT OTHER STUFF.