

How To Program a Massive Dubstep Wobble - Secrets Revealed!

OK, so your looking to get some tasty wobble bass for your dubstep productions. Ill be going over a few different ways to get that shake down sound, as you might think its not all about the Low Frequency Oscillator. So the LFO is one way of achieving a Skanking dubstep wobble lead but you can get a very effective and more stable wobble by using the envelopes on the filter on your VST. How this works is simple, you get your initial sound (probably a 2 oscillator square wave, slightly detuned, low pass filter etc). Then you set one of your envelopes to trigger the filter cut off, setting the attack in time with the music. This means when you play a note it will start with the filter cut off in a low position and then quickly open the filter exactly like how an LFO would work but you just get the first open woowow sound rather than a woowowowowowow sound like with a Low Frequency Oscillator. When this method is played with a quick note pattern (short often notes) it sound very similar to an LFO. The LFO. This control is probably the main source you will turn to to get your speaker bass wobbling like a true dubstep god. LFO's have these parameters: Rate: Determines the speed that the Lfo oscillates. You can either opt for an in time setting or manual were you set the timings by ear. There are many arguments for each, but ultimately its up to you. The most common rate for dubstep is the 1/8 or 1/4 settings. A good way to get a tight variation for dubstep is to have two synths one with a 1/4 setting and one with a 1/8 setting and having different rates played per key, so first and second note would be 1/4 and the 3rd note a 1/8 setting. This just ruffles things up a bit and keep the track tidy. Amp: This effectively sets the amount of LFO used, a low setting will mean the cut off will travel less further up to max amp, and a max amp will mean the filter opens all the way and all the way back to the first position. to get a nice progression to the track you can automate this setting get deeper as the tracks goes on, perfect for your dub stepping adventures. Delay: The delay effect is the time before the LFO kicks in after the note is hit. Can be used to create very sonically pleasing sounds combined with other effects. Sync to note on: Essential this means the LFO will reset on every key press, if its off then playing a different note will make the Low Frequency Oscillator continue oscillating at its current rate and the note change. Advancing, you can combine the 2 effects having a filter envelope for the first part of the sound and then having the LFO triggered 0.5 a second later using the 'delay' setting on the Low Frequency Oscillator (if you have one). This gives a kind of stuttered leap in to each note, done right its sound very very Ghetto indeed especially for dubstep production. The main thing to remember when programming synths is subtle movements of each slider works much better than extreme switches from right to left. All the advanced subtleness of extreme sound creation lies in the finding of the sweet spots of each control. These are hardly ever at either end so be gentle with your synth and you will be rewarded with unique and pleasing (or dis-pleasing if thats your preference) patches and sounds.

About the Author

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