

## ..... ADSR .....

ADSR is a term referring to the amplitude envelope used in some synthesizers.

It's a series of parameters,

usually **Attack**, **Decay**, **Sustain** and **Release**,

specific to a sound that determines how the sound develops over time.

In other words this determines how quickly the sound's amplitude increases after key pressing, is there a constant or decreasing volume level when the key is held or how long does it take to the sound to completely fade out after the key is released.

The envelope of the sound is crucial to the entire character of the sound.

You can make the sound wobbly, percussive, slow, or very dynamic.

For example increasing the attack length changes the character of the sound from a stab to a pad. Increasing release time adds more pad character to the sound.

- **Attack time** is the time taken for initial run-up of level from nil to peak, beginning when the key is first pressed.
- **Decay time** is the time taken for the subsequent run down from the attack level to the designated sustain level.
- **Sustain level** is the level during the main sequence of the sound's duration, until the key is released.
- **Release time** is the time taken for the level to decay from the sustain level to zero after the key is released.

