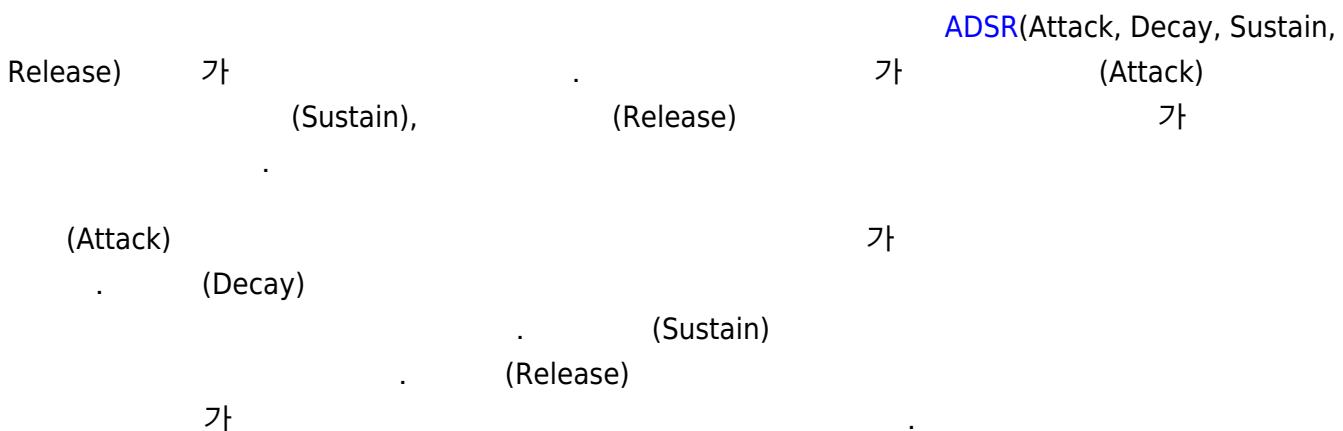




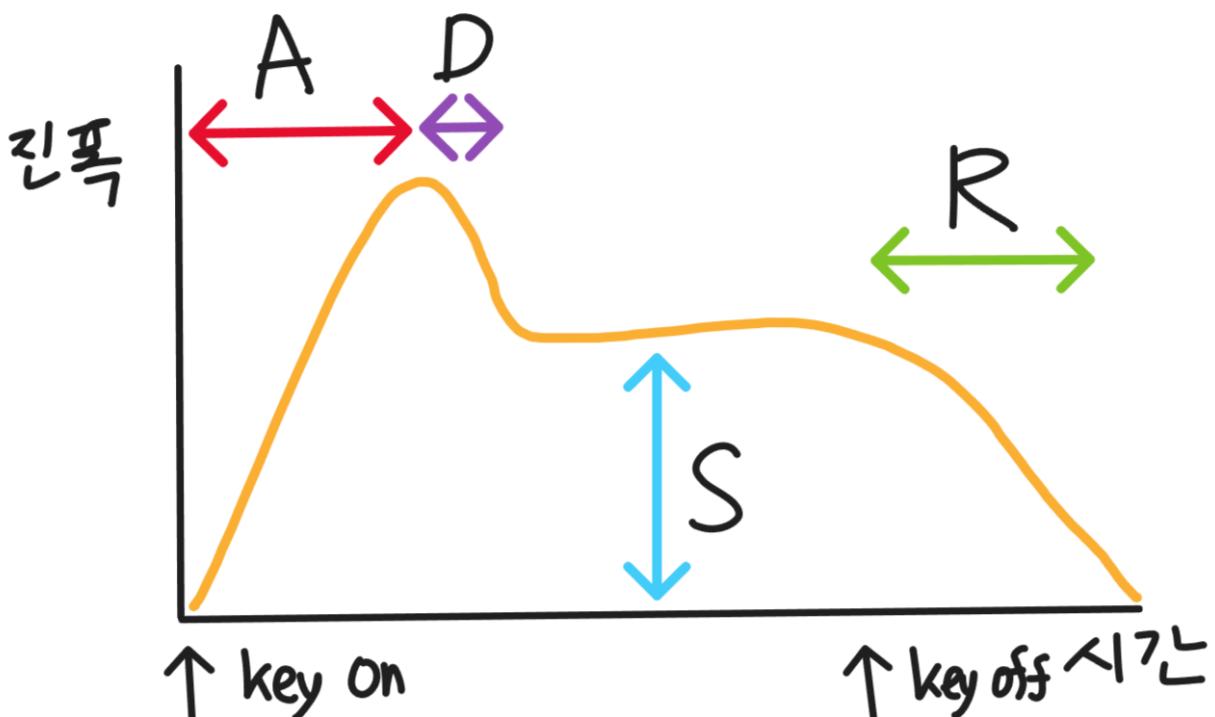
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ADSR



- A:
- D:
- S:
- R:



Envelope

ADSR

Variations in the **level** of sound over time in musical instrument sounds.

The audio envelope refers to the shape of a sound wave over time and is typically described by four parameters known as **ADSR** (Attack, Decay, Sustain, Release). These parameters explain how the sound changes as time progresses, from the moment the sound begins (Attack) to when it reaches a stable state (Sustain) and eventually ends (Release).

Attack represents the initial rise in volume or amplitude of the waveform and indicates how quickly the sound reaches its **peak level**. Decay refers to the subsequent decrease in volume or amplitude following the initial attack and describes how fast or slow the sound diminishes. Sustain represents the portion of the sound where volume or amplitude remains constant. Release signifies the final decrease in volume or amplitude, indicating how quickly or gradually the sound fades away after the sustain phase.

The shape of the audio envelope can have a significant impact on the perceptual quality and characteristics of the sound. For instance, fast attack and decay can produce sharp and percussive sounds, while slow attack and decay can result in smoother and sustained sounds. Similarly, a long sustain phase can create continuous or droning sounds, whereas a short sustain phase can produce staccato or plucked sounds.

- **A: Attack**
- **D: Decay**
- **S: Sustain**
- **R: Release**

Attack

(Attack) 가
가 .
, 가
 .
 .

Decay

(Decay) 가 . , (Attack)
 . (Decay) , (Decay)
 .

Sustain

(Sustain) 가 (Decay) 가

, (Sustain)

Release

(Release) 가 가
(Release) , (Release)

(Decay) (Attenuation)



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Last update: **2025/01/21**

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