

**AES PNW Section
March Meeting Notice**

The Evolution of Analog Guitar Effects

**Wednesday, March 31, 2010 - 7:30PM
Microsoft Studios**

4420 148th Ave NE, Redmond WA 98052, Building 127

[DIRECTIONS...](#)

Throughout history, musicians have sought new and better ways to express themselves creatively by applying materials and technologies of the time to their instruments. Stringed instruments for example, were originally plucked until some guy got the wild idea to drag horse hair across the strings and an entire family of bowed instruments was born.

Likewise, the sounds of popular music in the twentieth century reflected developments in electronics technology. Some devices were created to simulate the ambience of large cathedrals and others made sounds possible that had never been heard before.

In this meeting we will be discussing the electronic and artistic development of analog guitar effects from their origins in the early days of recording and instrument building, through the highly experimental 60s and 70s, and finally to today's growing boutique pedal market.

We will talk about the primary types of guitar effects such as fuzz, overdrive, chorus, wah, and delay – what they do, how they work electronically, who developed them, and how they can be used in performance.

Matt Johnson of Tortuga Effects, a Seattle based boutique manufacturer of guitar pedals, will be on hand to talk about his line of effects pedals.

We'll also have a Q & A session and performance from nationally renowned guitarist Ian Moore. Ian will talk about his gear setup and provide live demonstrations of his approach to creating different sounds.

Links

- [Ian Moore](#)
- [Tortuga Effects](#)

Steve Turnidge

AES PNW 2009-2010 Section Chair

n.b. *The material presented at our meetings is the opinion of the presenter and not necessarily that of the Society. You are encouraged to conduct your own research and to form your own opinions before adopting the presented material as Truth.*

Our meetings are open to anyone interested in Audio. AES membership is NOT required for you to attend our meetings.

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