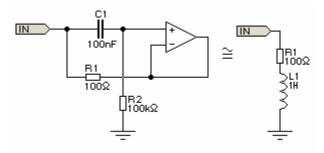
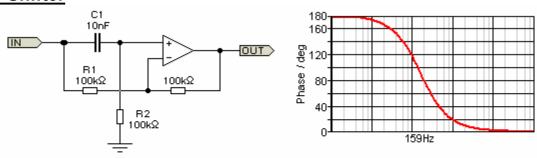
These are some of the basic concepts of active filters taken from Rod Elliot's website. For full articles and explanations, see the "Elliot Sound Products" link from the home page. This is just an overview for quick reference.

#### **Simulated Inductor**



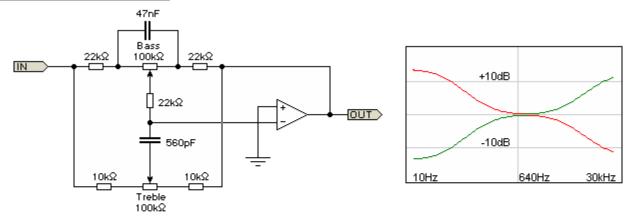
$$L = C1 * R1 * (R2 - R1)$$

#### **Phase Shifter**



$$F_{Phase Shift} = 1 / (2 * \pi * R2 * C1)$$

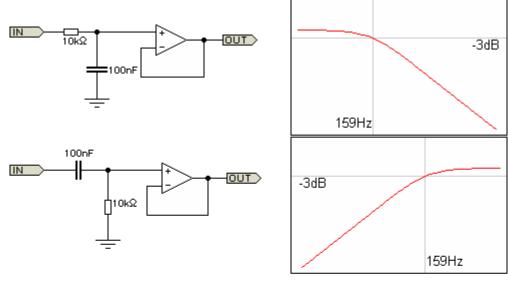
## **Simple Tone Control**



$$\begin{split} F_{Bass_0} &= 1 \, / \, (2 * \pi * C * Rv) \, ... \quad \text{where C is the cap across the pot, and Rv is the pot value} \\ F_{Bass_{+}/\cdot 3dB} &= 1 \, / \, (2 * \pi * C * Rs) \, ... \quad \text{where C is the cap, and Rs is the series resistance to the pot} \\ F_{Treble} &= 1 \, / \, (2 * \pi * C * Rb) \, ... \quad \text{where C is the treble cap (560pF above) and Rb is the bass feed} \\ resistor from the pot wiper. \qquad \text{(Not accurate for treble due to bass interaction)} \end{split}$$

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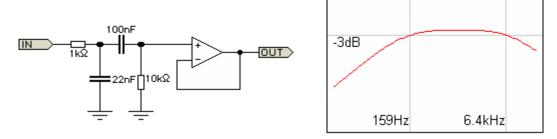
# First Order Filter



 $Rc = 1 / (2 * \pi * F * C) \dots$  where Rc is capacitive reactance

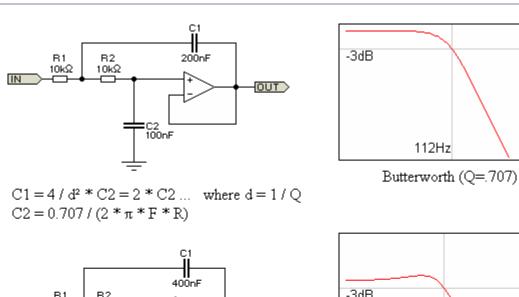
$$E_{\text{+/-3dB}} = 1 \, / \, (2 \, \pi \, R \, C)$$

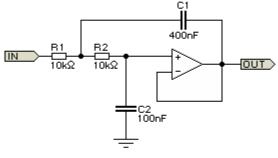
$$F_{\text{+}/\text{-}3dB} = 1 / (2 \pi * 10 \text{k} * 100 \text{nF}) = 159 \text{ Hz}$$

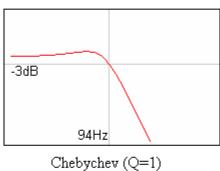


Cascaded (Second filter loads the first so separate filters would be more accurate)

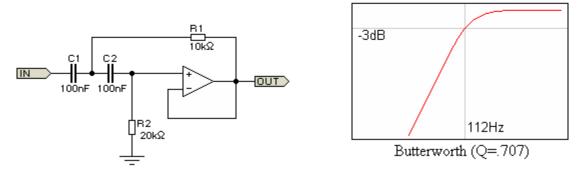
## **Second Order Filter**





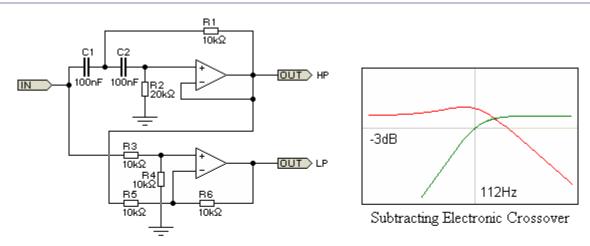


Formulae do not apply to Chebychev!



Reversed Butterworth for High-Pass: Frequency determined by R1 and C1 R1 = 4 /  $d^2$  \* R2 = 2 \* R2 ... where d = 1 / Q C = 0.707 / (2 \*  $\pi$  \* F \* R)

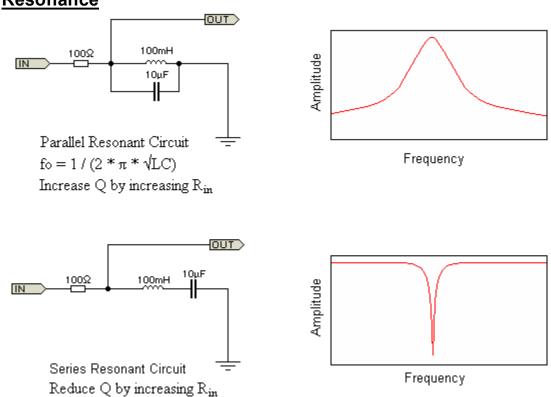
# **Subtracting Technique**



12dB/octave High-Pass subtracted from the full input by a differencing op-amp.

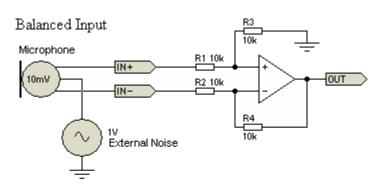
- -6dB Hi rolloff
- -12dB Lo rolloff
- Flat Response
- Phase Coherent

#### Resonance



## **Common-Mode Rejection (Balanced Audio)**

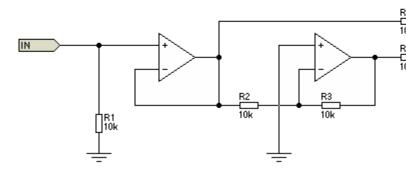
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Common-Mode Rejection
Opposite voltages are differenced,
adding the absolute voltages together
and cancelling what is common (noise).

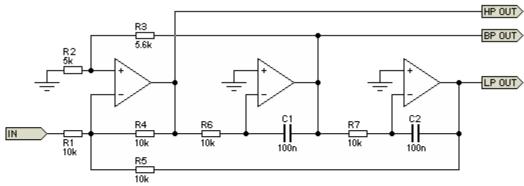
Balanced Output

-0UT



Input buffer is passed to the + Output and also passed to an inverting buffer, resulting in two equal but opposite signals.

### **Advanced EQ**



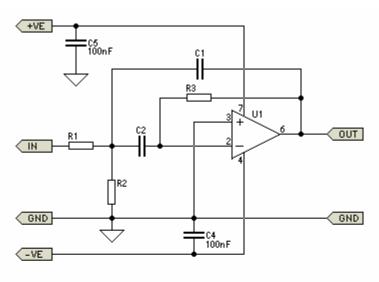
State Variable Filter

R3 sets filter Q: R3 = (3 - d/d)\* R2 Where d = damping (1/Q)

Frequency is changed by varying R6 and R7, or C1 and C2.

Bandpass output is in phase with input. Lowpass is +90°out of phase. Highpass is -90°out of phase.

## Multiple Feedback Bandpass Filter (Graphic EQ)



1/3 octave interval - 3rd root of 2 - 1.26 For the 100 to 200 Hz octave, freq's are: 100\*1.26, 100\*1.26\*1.26, 100\*1.26\*1.26... = 100Hz, 126Hz, 158.7Hz and 200Hz.

bandwidth = 1/Q

#### Select capacticance first.

f (min) (Hz)	f(max) (Hz)	Capacitance (nF)
20	80	330
80	300	82
300	1,200	22
1200	4,800	5.6
4,800	20k	1.5

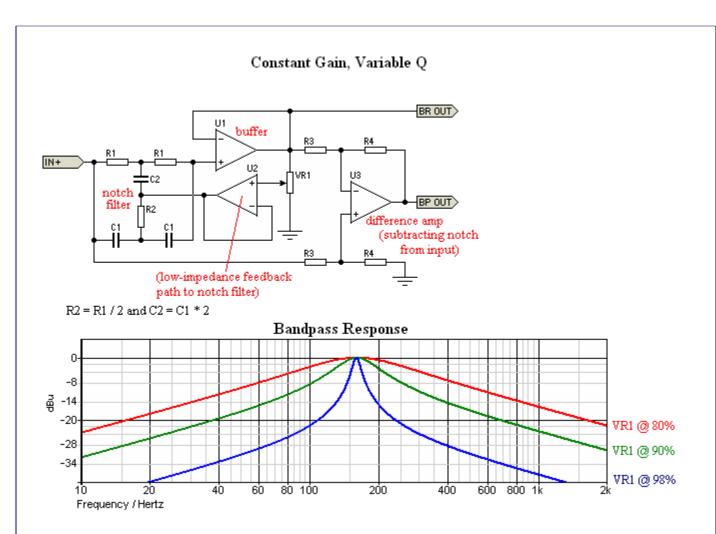
Input resistance R1 = Q / (G \* 2 \*  $\pi$  \* f \*C)

Attenuator resistance R2 = Q / ((2 \* Q² - G) \* 2 \*  $\pi$  \* f \* C)

Feedback resistance R3 = Q /  $(\pi * f * C)$ 

Passband Gain G = 1 / ((R1 / R3) \* 2)

Centre Frequency  $f = (1 / (2 * \pi * C)) * \sqrt{(R1 + R2) / (R1 * R2 * R3)}$ 



### **Fully Parametric EQ**

This schematic is not part of the Elliot Sound Products website, but I think it is the most important filter network ever invented. This is a fully parametric EQ with characteristics similar to those found on a high-end mixing desk. All three parameters can be adjusted virtually independently of eachother. At the extremes of the frequency sweep, Q adjustment has a slight effect on gain. Besides that, it is a very good parametric EQ.

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