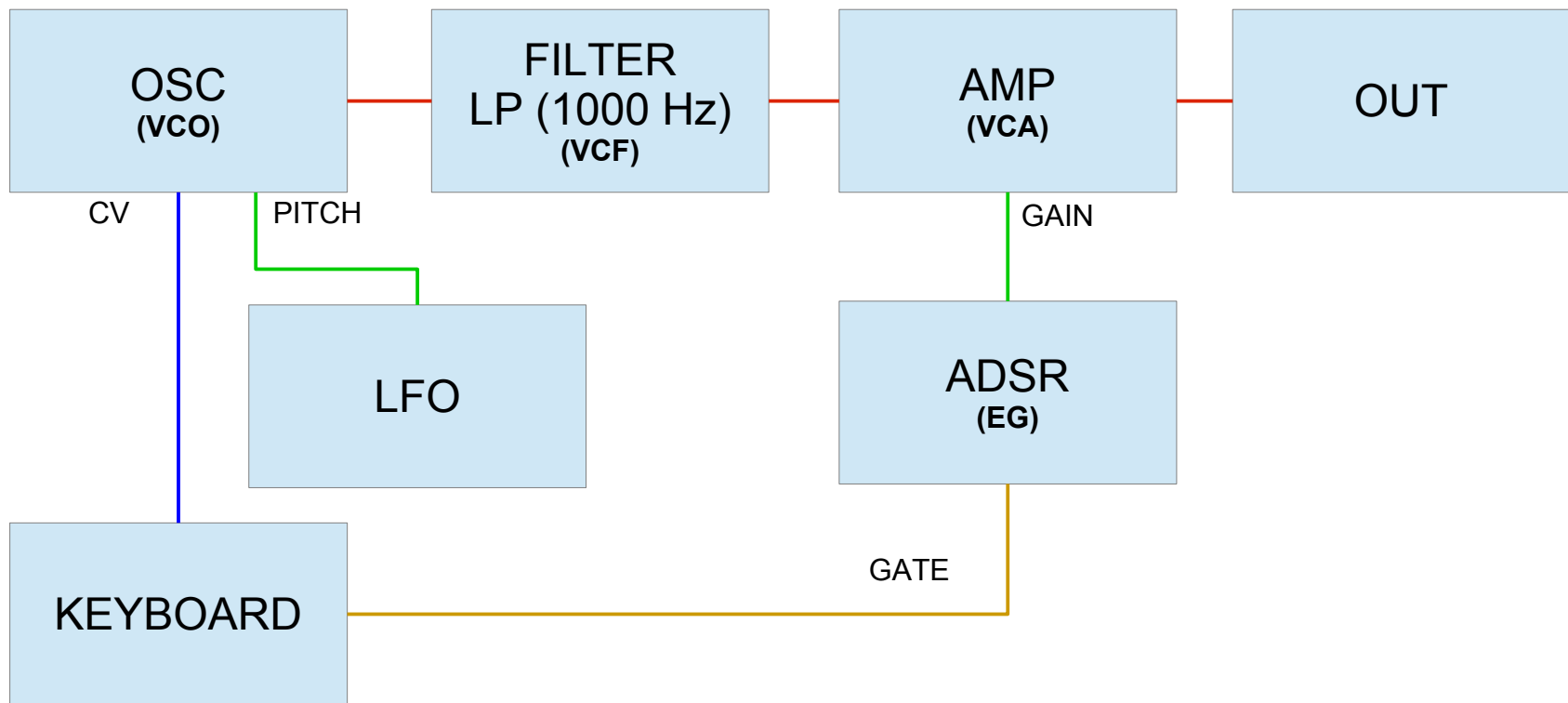


Schema a blocchi n. 3

controllo del *pitch* tramite LFO
(*vibrato / trillo*)



da realizzare in *Mux (Mulab)*