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May 18th, 2020 - additionally there has been considerable work to date on the problem of piano synthesis by digital waveguide methods 467 519 523 56 42 a careful putational model of the piano partially based on physical modeling and suitable for high quality real time sound synthesis was developed by bensa in the context of his thesis work'

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'a structural model for binaural sound synthesis speech
May 18th, 2020 - 476 ieee transactions on speech and audio processing vol 6 no 5 september 1998 a structural model for binaural sound synthesis c phillip brown and richard o duda fellow ieee abstract a structural model is presented for synthesizing binaural sound from a monaural source the model produces well controlled vertical as well as'
'aes technical mittee signal processing
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April 3rd, 2020 - in 1982 one of the authors proposed a general model for spatial processing of sounds and in cluded a partial implementation of it in the cmusic sound synthesis program 7 this model is designed to simulate the most perceptible physical characteristics of a real or imaginary space re lating to the localization of sound sources'
'sound synthesis and evaluation of interactive footsteps
May 16th, 2020 - a system to synthesize in real time the sound of footsteps on different materials is presented the system is based on microphones which allow the user to interact with his own footwear this solution distinguishes our system from previous efforts that require specific shoes enhanced with sensors the microphones detect real footsteps sounds from users from which the ground reaction force'
'electronic music and sound design volume 1 max 8
May 25th, 2020 - topics new max 8 multichannel system sound synthesis and processing frequency amplitude and waveform envelopes and glissandi additive synthesis and vector synthesis noise generators filters subtractive synthesis virtual synthesizer programming equalizers impulses and resonant bodies control signals and lfos max and msp programming techniques'

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August 13th, 2019 - page 00000001 mapping sound synthesis in a virtual score guy e gamett timothy johnson kyongmee choi school of music university of illinois nevada st urbana il 61801 garnett tejohnso kchoi3 uiuc edu abstract the virtual score project is currently running in a cave cave automatic virtual environment 3 located in the beckman institute of the university of illinois in urbanachampaign'

'integrated system for cross platform cross application
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