

# Real Sound Synthesis For Interactive Applications

## By Perry R. Cook

By Perry R. Cook

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Perry R. Cook (born November 28 He is also the head of the Princeton Sound Lab. Cook has worked in the areas of physical modeling, singing voice synthesis,

[http://en.wikipedia.org/wiki/Perry\\_R.\\_Cook](http://en.wikipedia.org/wiki/Perry_R._Cook)

Real Sound Synthesis for Interactive Applications Textbook on synthetic methods by Perry Cook. (pal@synthsound.org)

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composition and experimental sound. Now for Mac and PC. Metasurface Meets Speech Synthesis. AudioMulch software, <http://www.audiomulch.com/>

i ABSTRACT Real-time interactive digital sound synthesis has become an increasingly important component in a variety of applications including music and video <http://chinpen.net/blog/images/2010/04/FinalThesis.pdf>

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Virtual environments such as games and animated and "real" movies require realistic sound effects that can be integrated by computer synthesis. <http://www.citeulike.org/user/ajylha/article/1319449>

AES E-Library. Retargetting Example Perry R. Cook. Real Sound Synthesis for Interactive [18] Nikunj Raghuvanshi and Ming C. Lin. Interactive sound synthesis

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Projects: Real-time synthesis Audio and synthesis APIs: Perry Cook's

<http://unixlab.sfsu.edu/~whsu/SoundSynth/>

Physics-Based Sound Synthesis for Graphics and Interactive Physics-Based Sound Synthesis for Graphics and Interactive Applications Perry R. Cook B, Vesa

<http://citeseerx.ist.psu.edu/showciting?cid=741752>

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<http://cacm.acm.org/magazines/2007/7/5625-real-time-sound-synthesis-and-propagation-for-games/fulltext>

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