

Real Sound Synthesis For Interactive Applications

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

Real sound synthesis for interactive applications (Citations: 105) P. R. Cook. Published in 2002. Here, Applications of virtual auditory displays

<http://academic.research.microsoft.com/Paper/4881804.aspx>

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

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<http://soundlab.cs.princeton.edu/publications/>

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<http://www.audiomulch.com/>

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<http://gamma.cs.unc.edu/research/sound/>

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<http://www.amazon.com/Programming-Musicians-Digital-Artists-Creating/dp/1617291706>

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<http://www.interaction-ipsj.org/archives/paper2008/interactive/0074/paper0074.pdf>
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>

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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