

Real Sound Synthesis For Interactive Applications

By Perry R. Cook

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Real Sound Synthesis for Interactive Applications by Perry Cook ;
<http://www.softsynth.com/links/books.php>

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<http://theaudiofiles.com/sound-synthesis-basics/>

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i ABSTRACT Real-time interactive digital sound synthesis has become an
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<http://chinpen.net/blog/images/2010/04/FinalThesis.pdf>

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Author: John A. Bate: Title: UniSon: A Real-time Interactive System for
Digital Sound Synthesis: Publication Info: Ann Arbor, MI: MPublishing,
University of Michigan

<http://quod.lib.umich.edu/i/icmc/bbp2372.1990.046?rgn=main;view=fulltext>

Real Sound Synthesis for Interactive Applications Perry R. Cook served as
Stanford's Technical "is designed specifically for real-time sound synthesis
and

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synthesis

<http://www.aes.org/e-lib/browse.cfm?elib=15179>

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,

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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>

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

Sound Synthesis and Evaluation of Interactive Footsteps for Virtual Reality Applications Rolf Nordahl Stefania Real sound synthesis for interactive

http://www.academia.edu/360499/Sound_Synthesis_and_Evaluation_of_Interactive_Footsteps_for_Virtual_Reality_Applications

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