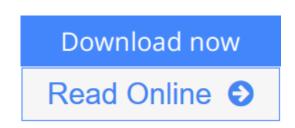


Real Sound Synthesis for Interactive Applications

By Perry R. Cook



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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. The book emphasizes physical modeling of sound and focuses on real-world interactive sound effects. It is intended for game developers, graphics programmers, developers of virtual reality systems and training simulators, and others who want to learn about computational sound. It is written at an introductory level with mathematical foundations provided in appendices.

Links to code examples and sound files can be found on the Downloads/Updates tab.

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Real Sound Synthesis for Interactive Applications By Perry R. Cook Bibliography

- Sales Rank: #1916008 in eBooks
- Published on: 2002-07-01
- Released on: 2002-07-01
- Format: Kindle eBook

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Editorial Review

About the Author

Perry Cook is an associate professor in the Computer Science Department at Princeton University with a joint appointment in the Music Department. He helped to found Media Vision, Inc. and has consulted for many companies. His research focuses on sound synthesis by physical modeling and user interfaces for real-time control of sound and music.

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