

Real Sound Synthesis For Interactive Applications

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UR#02 Why you should learn sound synthesis *Andy Farnell - Microsound - Granular Synthesis - Physical Modelling - Procedural Audio* *Video Game Sound Design Tutorial - Synthesis Basics: Part 1* *Procedural Audio From Sound Synthesis to Sound Retrieval and Back* *Real Sound Synthesis For Interactive Synpsis* This 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.

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Real sound synthesis for interactive applications / Perry R. Cook. p. cm. Includes bibliographical references and index. ISBN 1-56881-168-3. 1. Sound Recording and reproducing Digital techniques. 2.

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Real Sound Synthesis is a book for anyone who wants to learn about computational sound: Game Developers, Graphics Programmers, Hobbyists, Students. Price: \$59.95 Year: 2002 250 page book

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Real Sound Synthesis for Interactive Applications, Volume 1 Ak Peters Series Real Sound Synthesis for Interactive Applications, Perry R. Cook: Author: Perry R. Cook: Edition: illustrated: Publisher: Taylor & Francis, 2002: ISBN: 1568811683, 9781568811680: Length: 263 pages: Subjects

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