

(Free pdf) Real Sound Synthesis for Interactive Applications

## Real Sound Synthesis for Interactive Applications

*Von Perry R. Cook*

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**Von Perry R. Cook : Real Sound Synthesis for Interactive Applications** before purchasing it in order to gage whether or not it would be worth my time, and all praised Real Sound Synthesis for Interactive Applications:

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compilation of many topics...Von Matthias Mayrock... but perhaps that is what makes that book worth to read. gives

an good overview on many topics, with most of them lacking the details.

Kurzbeschreibung 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. Kurzbeschreibung 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. Synopsis 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. It is written at an introductory level with mathematical foundations provided in appendices. An enclosed CD contains code examples and sound files.