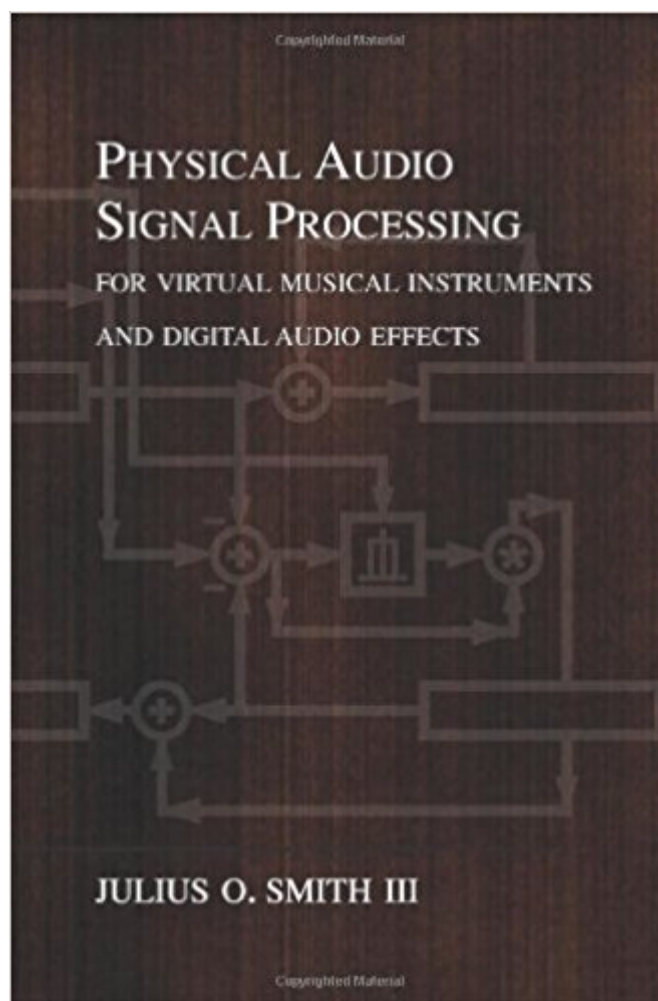


The book was found

Physical Audio Signal Processing: For Virtual Musical Instruments And Digital Audio Effects



Synopsis

This book describes signal-processing models and methods that are used in constructing virtual musical instruments and audio effects. Specific topics considered include delay effects such as phasing, flanging, the Leslie effect, and artificial reverberation; virtual acoustic musical instruments such as guitars, pianos, bowed strings, woodwinds, and brasses; and various component technologies such as digital waveguide modeling, wave digital modeling, commuted synthesis, resonator factoring, feedback delay networks, digital interpolation, Doppler simulation, nonlinear elements, finite difference schemes, passive signal processing, and associated software.

Book Information

Paperback: 826 pages

Publisher: W3K Publishing (December 21, 2010)

Language: English

ISBN-10: 0974560723

ISBN-13: 978-0974560724

Product Dimensions: 6 x 1.9 x 9 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (2 customer reviews)

Best Sellers Rank: #409,143 in Books (See Top 100 in Books) #134 inÂ Books > Engineering & Transportation > Engineering > Civil & Environmental > Acoustics #205 inÂ Books > Science & Math > Physics > Acoustics & Sound

Customer Reviews

Got this for my son for Christmas and he loves it!Great service...shipping/packing was great!Thank you!

Fantastic !!!

[Download to continue reading...](#)

Physical Audio Signal Processing: for Virtual Musical Instruments and Digital Audio Effects
Multidimensional Digital Signal Processing (Prentice-Hall Signal Processing Series) Digital Signal Processing with Examples in MATLAB®®, Second Edition (Electrical Engineering & Applied Signal Processing Series) Digital Signal Processing: with Selected Topics: Adaptive Systems, Time-Frequency Analysis, Sparse Signal Processing Prentice hall literature (common core edition)

(teachers edition grade 6) (Prentice Hall and Texas Instruments Digital Signal Processing Series)
Designing Audio Effect Plug-Ins in C++: With Digital Audio Signal Processing Theory Bayesian
Signal Processing: Classical, Modern and Particle Filtering Methods (Adaptive and Cognitive
Dynamic Systems: Signal Processing, Learning, Communications and Control) Signal Processing
Algorithms in Fortran and C (Prentice-Hall Signal Processing Series) Discrete-Time Signal
Processing (3rd Edition) (Prentice-Hall Signal Processing Series) Speech and Audio Signal
Processing: Processing and Perception of Speech and Music After Effects for Flash / Flash for After
Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4
Professional Applications of Digital Signal Processing to Audio and Acoustics (The Springer
International Series in Engineering and Computer Science) LabVIEW Digital Signal Processing: and
Digital Communications Real Virtual en la estetica y la teoria de las artes/Real Virtual in the Esthetic
and the Theory of the Arts (Paidos Estetica / Ethetics) (Spanish Edition) The Scientific Apparatus of
Nicholas Callan and Other Historic Instruments (Catalogues of historic scientific instruments in Irish
collections) Virtual Law: Navigating the Legal Landscape of Virtual Worlds ColonografÃ- a por TC:
Principios y prÃ¡ctica de la colonoscopia virtual: Principios y prÃ¡ctica de la colonoscopia virtual
(Spanish Edition) Principles of Digital Audio, Sixth Edition (Digital Video/Audio) Biosignal and
Medical Image Processing (Signal Processing and Communications) Handbook of Neural Networks
for Speech Processing (Artech House Signal Processing Library)

[Dmca](#)