

Large-scale Sound Synthesis

IDEALab project, Feb., 2010.

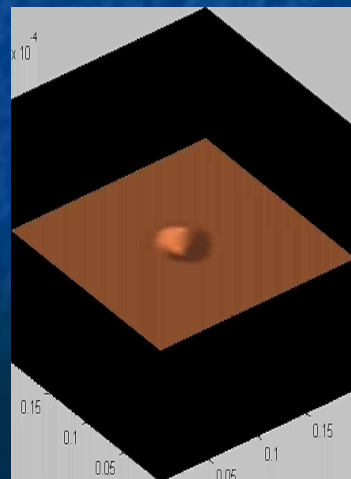
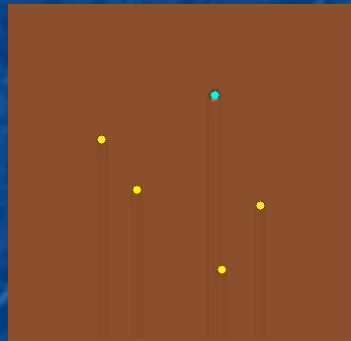
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Physical approaches to sound synthesis and virtual analog effects...

...can be applied to all problems in audio/acoustics:

- Musical instrument modelling
- Virtual analog effects
- Speech synthesis
- Spatial audio rendering



General strategy: time domain simulation, leading to very high-quality audio output, but:

- Computational expense is high
- Possibility of using GPUs to accelerate computation?

