

Digital Sound Synthesis by Physical Modeling Using the Functional Transformation Method

Lutz Trautmann, Rudolf Rabenstein



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This book considers signal processing and physical modeling meth ods for sound synthesis. Such methods are useful for example in mu sic synthesizers, computer sound cards, and computer games. Physical modeling synthesis has been commercialized for the first time about 10 years ago. Recently, it has been one of the most active research topics in musical acoustics and computer music. The authors of this book, Dr. Lutz Trautmann and Dr. Rudolf Rabenstein, are active researchers and inventors in the field of sound synthesis. Together they have developed a new synthesis technique, called the functional transformation method, which can be used for pro ducing musical sound in real time. Before this book, they have published over 20 papers on the topic in journals and conference proceedings. In this excellent textbook, the results are combined in a single volume. I believe that this will be considered an important step forward for the whole community.



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