

June 2008 SAE London UK

- Andy Farnell

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- Andy Farnell
- sae@synthsound.org

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- Andy Farnell
- sae@synthsound.org
- 07814832212

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- Conditioning, mood, expectation

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- Reduced: perceptual channelling, focus, abstract

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- Parametric space: generation, modulation etc

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- Audio driven applications, baby/fire alarm, speech2txt, Vox AI

System I/O

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- Transducers: electrostatic, electromagnetic, acceleration/force, optical
- Processing: linear, non-linear, generative, procedural, algorithmic, stochastic, synthetic

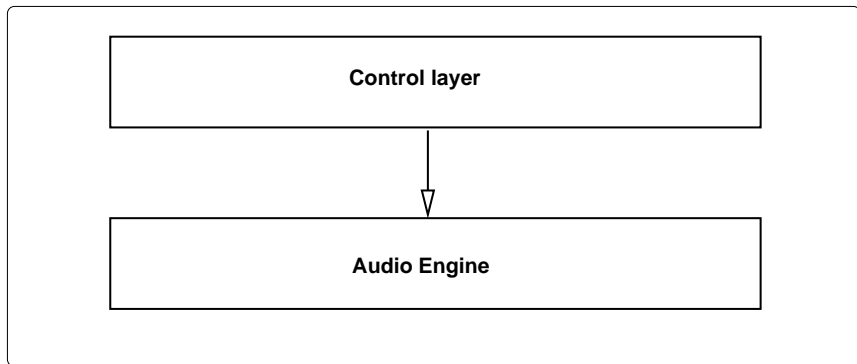


Figure: Interactive audio systems layer 1

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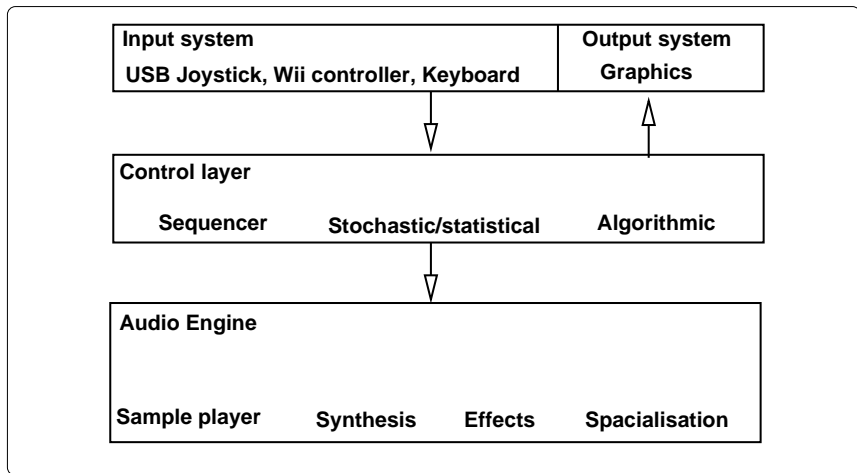


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