1. Record Nr. UNINA9910717183103321

Autore	Mack Erika
Titolo	Forests to faucets 2.0 : connecting forests, water, and communities / / Erika Mack [and four others]
Pubbl/distr/stampa	[Washington, D.C.] : , : Forest Service, U.S. Department of Agriculture, , 2021
Descrizione fisica	1 online resource (approximately 19 pages) : color illustrations, color maps
Collana	General technical report ; ; GTR WO-99
Soggetti	Forests and forestry - United States Water - United States Faucets - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"December 2021."
Nota di bibliografia	Includes bibliographical references (pages 30-33).

2. Record Nr. UNINA9910337627103321

Autore	Christensen Mads G
Titolo	Introduction to Audio Processing / / by Mads G. Christensen
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-11781-2
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXXI, 224 p. 187 illus., 76 illus. in color.)
Disciplina	006.45
Soggetti	Signal processing Image processing Speech processing systems Acoustical engineering User interfaces (Computer systems) Application software Signal, Image and Speech Processing Engineering Acoustics User Interfaces and Human Computer Interaction Computer Appl. in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- What is Sound? -- The Wave Equation -- Digital Audio Signals -- What Are Filters? -- Comb Filters and Periodic Signals -- More About Filters -- The Fourier Transform -- Audio Effects -- Spatial Effects -- Audio Equalizers -- Dynamic Range Control -- Pitch Estimation -- Appendix -- Bibliography.
Sommario/riassunto	This textbook presents an introduction to signal processing for audio applications. The author’s approach posits that math is at the heart of audio processing and that it should not be simplified. He thus retains math as the core of signal processing and includes concepts of difference equations, convolution, and the Fourier Transform. Each of these is presented in a context where they make sense to the student and can readily be applied to build artifacts. Each chapter in the book builds on the previous ones, building a linear, coherent story. The book

starts with a definition of sound and goes on to discuss digital audio signals, filters, The Fourier Transform, audio effects, spatial effects, audio equalizers, dynamic range control, and pitch estimation. The exercises in each chapter cover the application of the concepts to audio signals. The exercises are made specifically for Pure Data (Pd) although traditional software, such as MATLAB, can be used. The book is intended for students in media technology bachelor programs. The book is based on material the author developed teaching on the topic over a number of years. Presents a comprehensive introduction to audio processing for students in media technology and signal processing Builds a foundation for audio applications based on mathematical equations, presented in a way understandable to students without a math background Includes a full suite of classroom material including end of chapter exercises and companion Youtube video tutorials on the authors' channel.