1. Record Nr. UNISALENTO991001612929707536

Autore	Waugh, Patricia
Titolo	Metafiction : the theory and practice of self-conscious fiction / Patricia Waugh
Pubbl/distr/stampa	London : Methuen & CO LTD, c1984
ISBN	0416326404
Descrizione fisica	viii,176 p. 20 cm.
Collana	New Accents
Soggetti	Narrativa - Studi Narrativa inglese - Studi
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes bibliographical references

2. Record Nr. UNISA996418443903316

Autore	Vorlander Michael
Titolo	Auralization : fundamentals of acoustics, modelling, simulation, algorithms and acoustic virtual reality / / Michael Vorlander
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2020] ©2020
ISBN	3-030-51202-9
Edizione	[2nd ed. 2020.]
Descrizione fisica	1 online resource (XVIII, 365 p. 251 illus., 20 illus. in color.)
Collana	RWTHedition, , 1865-0899
Disciplina	006.5
Soggetti	Virtual reality Psychoacoustics Sound
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter1: Fundamentals of acoustics -- Chapter2: Sound sources -- Chapter3: Sound propagation -- Chapter4: Sound fields in cavities and in rooms -- Chapter5: Structure-borne sound -- Chapter6: Psychoacoustics -- Chapter7: Signal processing for auralization -- Chapter8: Characterization of sources -- Chapter9: Convolution and binaural sound synthesis -- Chapter10: Simulation methods -- Chapter11: Simulation of sound in rooms -- Chapter12: Simulation and auralization of outdoor sound propagation -- Chapter13: Simulation and auralization of airborne sound insulation -- Chapter14: Simulation and auralization of structure-borne sound -- Chapter15: Transfer path analysis and synthesis -- Chapter16: Filter construction for real-time processing -- Chapter17: 3D sound reproduction -- Chapter18: Acoustic Virtual Reality systems.
Sommario/riassunto	Auralization is the technique of creation and reproduction of sound on the basis of computer data. With this tool it is possible to predict the character of sound signals which are generated at the source and modified by reinforcement, propagation and transmission in systems such as rooms, buildings, vehicles or other technical devices. This book is organized as a comprehensive collection of the basics of sound and vibration, acoustic modelling, simulation, signal processing and audio

reproduction. With some mathematical prerequisites, the readers will be able to follow the main strategy of auralization easily and work out their own implementations of auralization in various fields of application in architectural acoustics, acoustic engineering, sound design and virtual reality. For readers interested in basic research, the technique of auralization may be useful to create sound stimuli for specific investigations in linguistic, medical, neurological and psychological research, and in the field of human-machine interaction.