



Mike Hochanadel

has successfully completed an online offering of
**Physics-Based Sound Synthesis for Games and
Interactive Systems**

Taught by **Perry Cook of Stanford University**

Course Run Dates: October 16, 2015 – March 1, 2016

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Learning Outcomes



Sound and Digital
Audio, Sampling, Time
Domain, Sines and
Modes



Filters, Spectra,
Waveguide Models,
Synthesis, and
Extensions, 1D, 2D, and
3D



Voice Models,
Statistical models,
Advanced Spectral
topics, Synthesis
Control

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