



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

Issued: March 1, 2016

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

AUTHENTICITY OF THIS STATEMENT OF ACCOMPLISHMENT CAN BE VERIFIED AT: [HTTPS://WWW.KADENZE.COM/CERTIFICATES/VERIFIED/EW0MIZ9W](https://www.kadenze.com/certificates/verified/EW0MIZ9W)
TO RECEIVE A STATEMENT OF ACCOMPLISHMENT, PARTICIPANTS MUST MEET ALL COURSE REQUIREMENTS AND BE ABLE TO DEMONSTRATE REQUIRED
KNOWLEDGE AND SKILL THROUGH ONLINE ASSESSMENTS. **VERIFIED:** TO ENSURE ACADEMIC INTEGRITY, THE IDENTITY OF ALL REGISTERED MEMBERS
IS VERIFIED BY KADENZE ON AN ONGOING BASIS. **PLEASE NOTE:** SOME ONLINE COURSES MAY DRAW ON MATERIAL FROM COURSES TAUGHT ON-
CAMPUS BUT THEY ARE NOT EQUIVALENT TO ON-CAMPUS COURSES. PARTICIPANTS WHO ARE CURRENTLY ENROLLED OR HAVE COMPLETED COURSES
OFFERED BY KADENZE OR ANY KADENZE INSTITUTIONAL PARTNER ARE NOT TO BE CONSIDERED REGISTERED STUDENTS OF THE ISSUING
UNIVERSITIES. THIS STATEMENT DOES NOT AFFIRM THAT THIS PARTICIPANT WAS ENROLLED AS A STUDENT AT STANFORD UNIVERSITY IN ANY WAY. IT
DOES NOT CONFER A STANFORD UNIVERSITY GRADE, COURSE CREDIT, OR DEGREE, AND STANFORD UNIVERSITY HAS NOT VERIFIED THE IDENTITY OF
THE PARTICIPANT.

