



Immersive Audio Signal Processing (Information Technology: Transmission, Processing and Storage)

By Sunil Bharitkar, Chris Kyriakakis

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**Immersive Audio Signal Processing (Information Technology:
Transmission, Processing and Storage)** By Sunil Bharitkar, Chris Kyriakakis

This graduate-level text lays out the foundation of DSP for audio and the fundamentals of auditory perception, then goes on to discuss immersive audio rendering and synthesis, the digital equalization of room acoustics, and various DSP implementations. It covers a variety of topics and up-to-date results in immersive audio processing research: immersive audio synthesis and rendering, multichannel room equalization, audio selective signal cancellation, multirate signal processing for audio applications, surround sound processing, psychoacoustics and its incorporation in audio signal processing algorithms for solving various problems, and DSP implementations of audio processing algorithms on semiconductor devices.

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By Sunil Bharitkar, Chris Kyriakakis Bibliography

- Sales Rank: #2716169 in Books
- Published on: 2006-06-09
- Original language: English
- Number of items: 1
- Dimensions: 9.58" h x .60" w x 6.10" l, .99 pounds
- Binding: Hardcover
- 215 pages

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Editorial Review

Review

From the reviews:

"The textbook contains the prerequisites as well as a number of research results which are relevant in this field and is directed to audio engineers with academic level. ... The book is a state-of-the-art source in immersive audio, basing partially on former research papers of the authors." (Rudiger Hoffmann, Zentralblatt MATH, Vol. 1106 (8), 2007)

From the Back Cover

This text introduces graduate students and researchers to the basics of digital signal processing relevant to audio/acoustics and psychoacoustics and a variety of topics and latest results in immersive audio processing research.

Key features:

- Covers relevant background material adequately
- Topics include immersive audio synthesis and rendering, multichannel room equalization, audio selective signal cancellation, signal processing for audio applications, surround sound processing, psychoacoustics and its incorporation in audio signal processing algorithms for solving various problems
- Real-world measurements depicted in the book demonstrate efficiency and power of the various solutions presented

This timely graduate textbook targets courses on Immersive Audio Signal Processing, DSP and Multimedia Processing, and is an invaluable reference for researchers interested in understanding the synergy between acoustics/audio signal processing and psychoacoustics, and how these are melded to solve various hot topics in immersive multichannel audio processing.

Users Review

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