



Long Project with Audiogaming

Additive Synthesis with Inverse Fourier Transform for Non-Stationary Signals

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Content



Introduction

The company

Objective

Context of the Project

Work Environment and Project Management

Stationary Signals

Source files

Local and Global installation

Required Packages

User Interface

Loading the Theme and Theme Options

Feather image



Audio Gaming

- ► Localization: Toulouse, Paris
- Activity: Audio plug-in (VSTs and RTAS)
- ▶ Main customers: Film and Video Game Industry (Sony, Ubisoft)
- ▶ 10 employees



Figure: Audiofire: audio plug-in that recreates fire sound



➤ We are continuing the Audiogaming long project from 2015 (Emilie Abia, Lili Zheng, Quentin Biache)

Objective: Synthesizing sounds from their spectrum with a FFT⁻¹

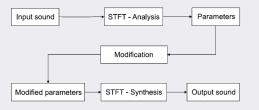


Figure: General approach for modifying a sound in the spectral domain

▶ We have to implement a new method of additive synthesis ⇒ computationally very fast



▶ 6 weeks only ⇒ Focus on the synthesis method only.

Given codes in Python and Matlab from the 2015 project:

- Python: Analysis estimator of sinus parameters and sinus generation with those parameters (only stationary)
- Matlab: Some reasearch on the Non-stationary synthesis with the LUT of lobes
- We made our own OOP codes in Python
- We have taken the analysis estimator code to test our final synthesis











Figure: PyCharm as Python IDE, Slack to communicate, GitHub to stock the codes and have a versionning. *Freedcamp* to plan the project events

Introduction

Project Management : Gantt Chart







The theme contains 4 source files:

- ▶ beamercolorthemeFeather.sty
- ▶ beamerouterthemeFeather.sty
- beamerinnerthemeFeather.sty
- ► beamerthemeFeather.sty



The theme can be installed for **local** or **global** use.

Local Installation

- ► Local installation is the simplest way of installing the theme.
- ➤ You need to placing the 4 source files in the same folder as your presentation. When you download the theme, the 4 theme files are located in the local folder.

Global Installation

- ▶ If you wish to make the theme globally available, you must put the files in your local latex directory tree. The location of the root of the local directory tree depends on your operating system and the latex distribution.
- ▶ Detailed steps on how to proceed installation under various operating systems can be found at Beamer documentation.

Installation Required Packages



For using the Feather Theme you will need the Bemaer class installed and the following 2 packages

- ► TikZ¹
- ▶ calc

Due to the fact that the packages are very common they should be included in your latex distribution in the first place.

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¹TikZ is a package for creating beautiful graphics. Have a look at these online examples or the pof user manual.



The Presentation Theme

The Feather Theme can be loaded in a familiar way. In the reamble of your tex file you must type

\usetheme[<options>]{Feather}

The presentation theme loads the inner, outer and color Feather theme files and passes the <options> on to these files.

The Inner and Outher Themes

If you wish you can load only the inner, or the outher theme directly by

\useinnertheme{Feather} (and it has no options)

\useoutertheme[<options>]{Feather} (it has one option)
progressstyle={fixedCircCnt or movingCircCnt}

- which set how the progress is illustrated;
- ▶ the value movingCircCnt is the default.



The Color Theme

Also you can load only the color theme by writing in the preamble of the tex file

▶ \usecolortheme{Feather}

...or to change the colors of the various elements in the theme

- ► Change the bar colors: \setbeamercolor {Feather}{fg=<color>, bg=<color>}
- ► Change the color of the structural elements: \setbeamercolor{structure}{fg=<color>}
- ➤ Change the frame title text color: \setbeamercolor{frametitle}{fg=<color>}
- ► Change the normal text color background: \setbeamercolor{normal text}{fg=<color>, bg=<color>}



The Feather Background Image

- ▶ In Feather theme, the title page frame and the last frame have the Feather image as the background image.
- ► The Feather background image can be produced to any frame by wrating on the begining at the choosen frame the following

```
{\1bg
\begin{frame}[<options>]{Frame Title}{Frame Subtitle}
...
\end{frame}}
```

