8T2: Spectral-based sound transformations (2 of 2)

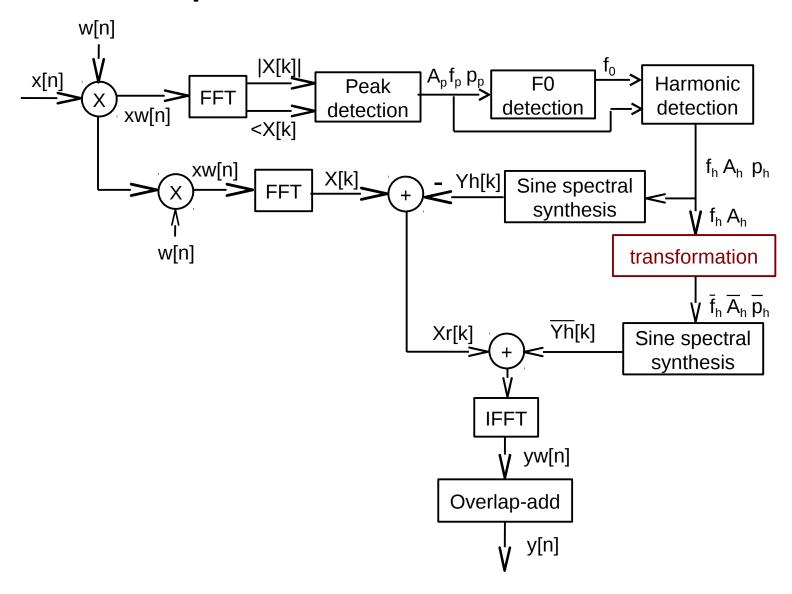
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- Harmonic plus stochastic model
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 - Morphing

Harmonic plus residual model



Frequency transformations

frequency transposition: $\bar{f}_h[l] = sf[l]f_h[l]$

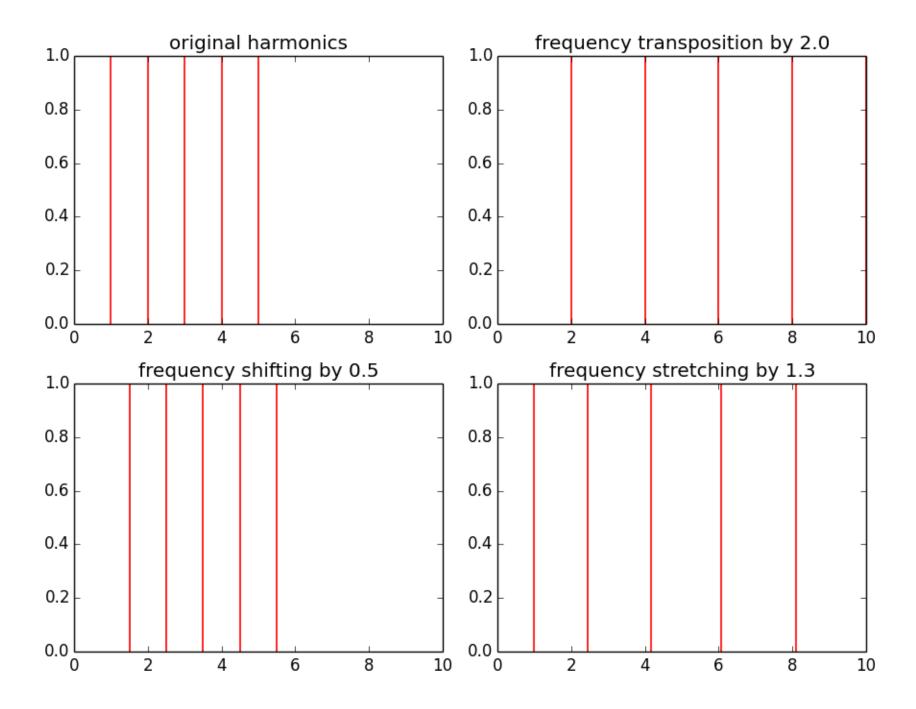
frequency shifting: $\bar{f}_h[l] = sf[l] + f_h[l]$

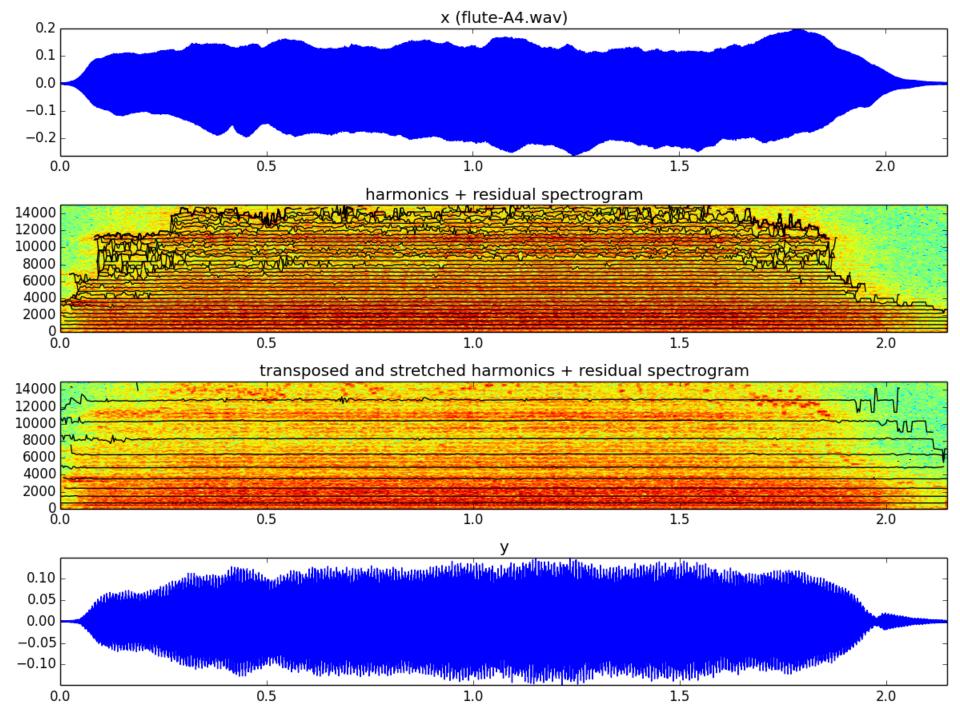
frequency stretching: $\bar{f}_h[l] = (f_h[l]/h) \times h^{sf[l]}$

 f_h : input frequency of harmonic h

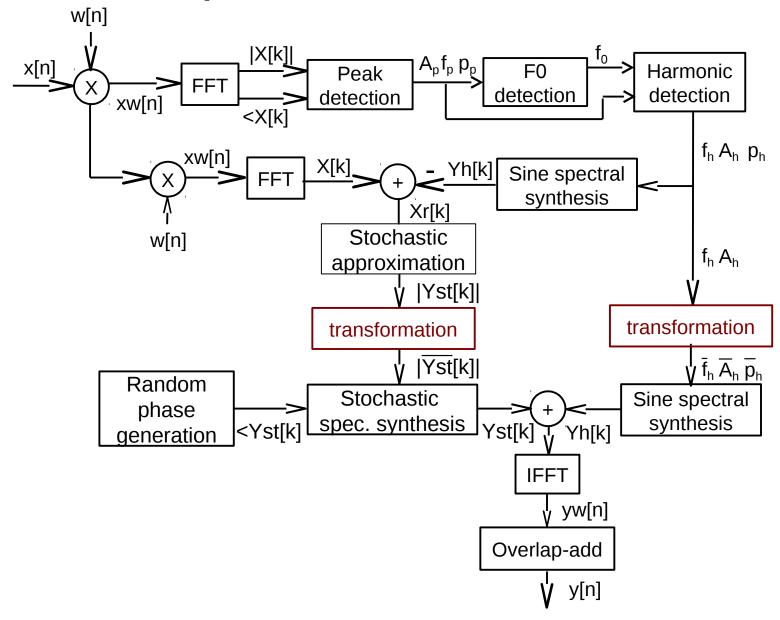
sf : scaling frequency

 \bar{f}_h : output frequency of harmonic h





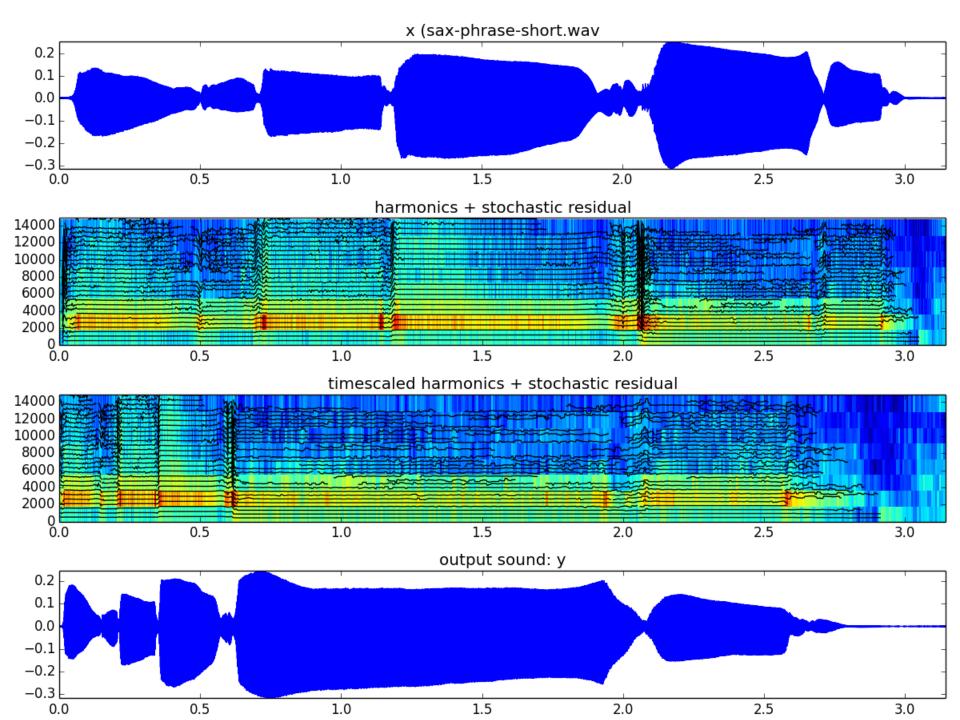
Harmonic plus stochastic model



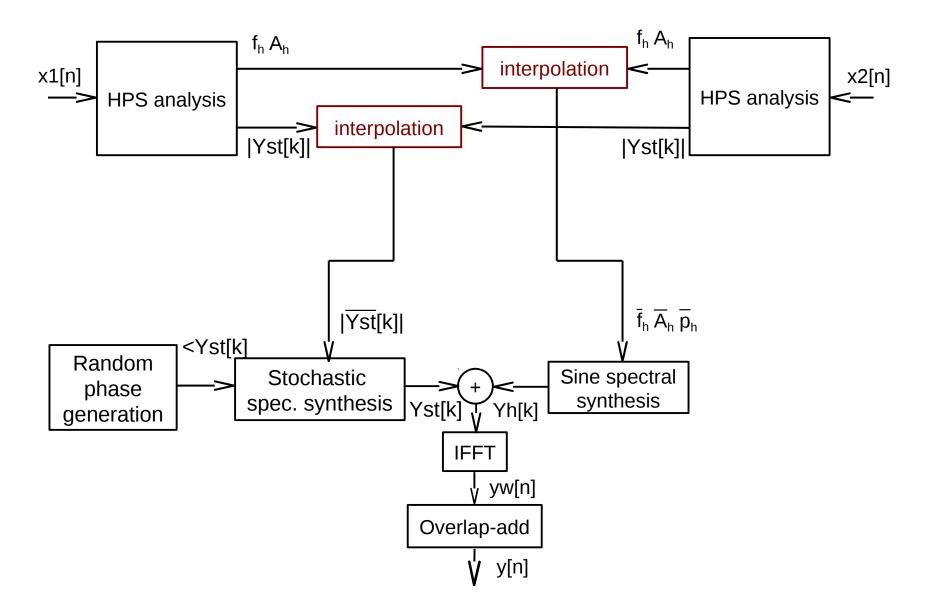
Scaling amplitude, frequency and time

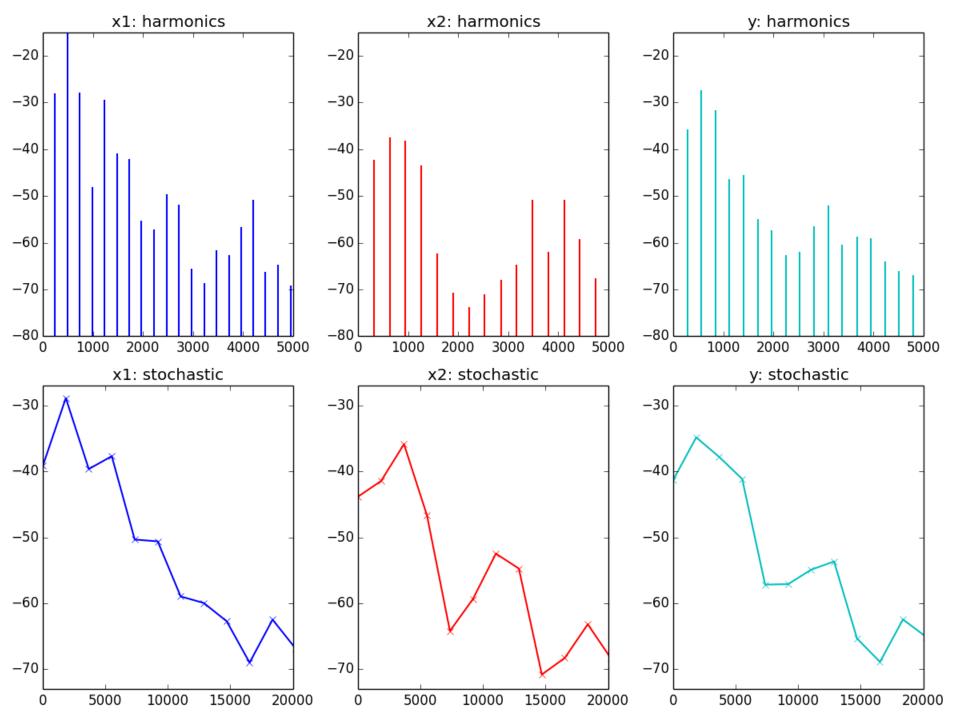
 $\overline{f}_{h}[q] = sf_{h}[l]f_{t}[st_{h}[l]l]$

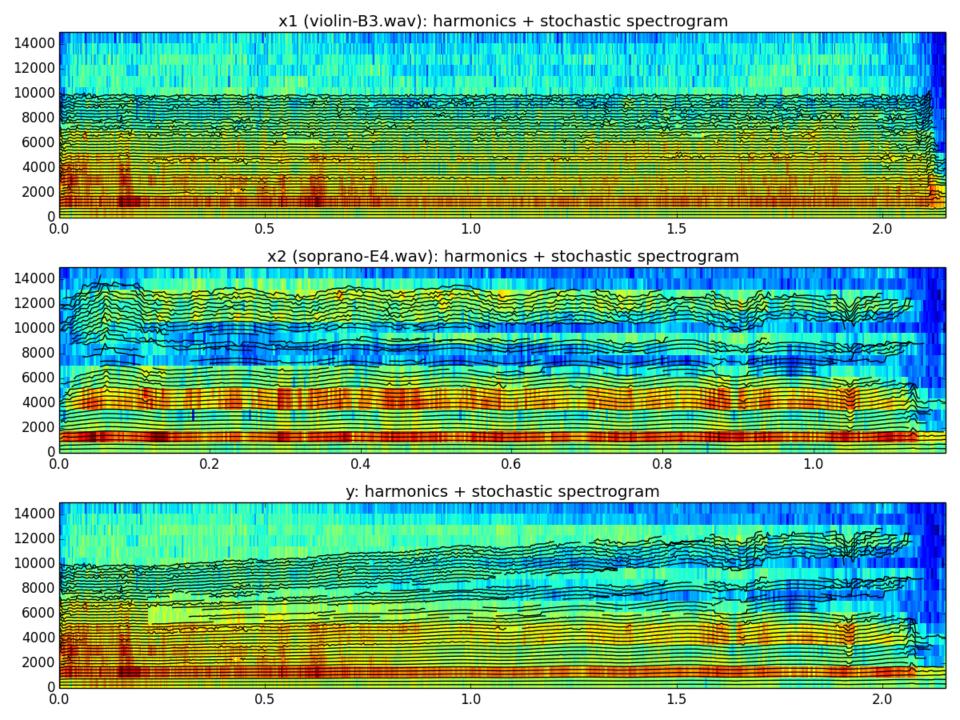
```
\bar{A}_h[q] = sA_h[l] + A_t[st_h[l]l]
\overline{\phi}_h[q] = \phi_h[q-1] + f_h[q]
s\overline{t}_{k}[q] = sst_{k}[l]st_{k}[st_{k}[l]l]
q: output frame; l: input frame; h: harmonic
f:input frequency; A:input amplitude; st:input stochastic envelope
sf : scaling frequency ; sA : scaling amplitude ; st : scaling time ;
   sst: scaling stochastic
\overline{f}: output frequency; \overline{A}: output amplitude; \overline{\phi}: output phase;
   \bar{s}t: output stochastic
```



Morphing







References

- More information on this topic from Wikipedia:
 - http://en.wikipedia.org/wiki/Sound_effects
 - http://en.wikipedia.org/wiki/Audio_timescale-pitch_modific ation
- Sounds: http://www.freesound.org/people/xserra/packs/13038/
- Slides released under CC Attribution-Noncommercial-Share Alike license and code under Affero GPL license; available from https://github.com/MTG/sms-tools

8T2: Spectral-based sound transformations (2 of 2)

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