

Abstract

Preface & Acknowledgments

Part I: Introduction

1. Physical Modelling

2. FDTD Methods

3. Analysis Techniques

Part II: Resonators

4. Stiff String

5. Acoustic Tubes

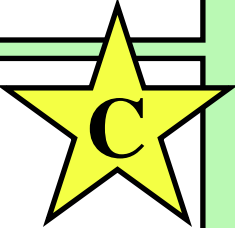
6. 2D Systems

Part III: Exciters

7: Physically Inspired

8: Bow

9: Lip Reed



Part IV: Interactions

10: Connections

11: Collisions

Part V: Contributions

12. Dynamic Grids

13. Real-time

14. Large-Scale

15. Tromba Marina

16. Trombone

Part VI: 17. Conclusions and Perspectives

Part VII: Papers

Part VIII: Appendix