man.

Physics based piano simulation

ICCP 2015

Delft University of Technology

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Outline

1 First Section

Section 1 - Subsection 1

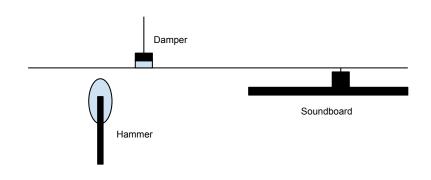
Section 2 - Last Subsection

Next Subsection

1 First Section
Section 1 - Subsection 1



Simplified piano string interaction







The wave equation

$$\frac{\partial^2 y}{\partial t^2} = c^2 \frac{\partial^2 y}{\partial x^2} - \kappa^2 \frac{\partial^4 y}{\partial x^4} - 2b_1 \frac{\partial y}{\partial t} + 2b_2 \frac{\partial^3 y}{\partial x^2 \partial t}$$





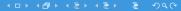
Finite difference wave equation

$$\frac{\partial^{2} y}{\partial t^{2}} = c^{2} \frac{\partial^{2} y}{\partial x^{2}} - \kappa^{2} \frac{\partial^{4} y}{\partial x^{4}} - 2b_{1} \frac{\partial y}{\partial t} + 2b_{2} \frac{\partial^{3} y}{\partial x^{2} \partial t}$$

$$y_{n}^{t+1} = a_{1} \left(y_{n+2}^{t} + y_{n-2}^{t} \right) + a_{2} \left(y_{n+1}^{t} + y_{n-1}^{t} \right) + a_{3} y_{n}^{t}$$

$$+ a_{4} y_{n}^{t-1} + a_{5} \left(y_{n+1}^{t-1} + y_{n-1}^{t-1} \right)$$





Hammer strike





Cutoff sounds unnatural



Cutoff sounds unnatural \rightarrow add damper suppression



Cutoff sounds unnatural \rightarrow add damper suppression Increase stiffness



VERGELIJKINGSPLAATJES



Examples

Time for some 'music'!



Considerations

Add more notes



Considerations

- Add more notes
- Real-time playback
- Simulate multiple strings with slightly different parameters





Next Subsection

1 First Section

Section 1 - Subsection 1

Section 2 - Last Subsection



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Summary

End of the beamer demo with a *tidy* TU Delft lay-out. Thank you!

