Works Cited

Bhanuprakash, Abhiram, et al. “A Fininte Difference Model for Articulated Slide-String Simulation.” *DAFX*, 2020, http://dafx.de/paper-archive/2020/proceedings/papers/DAFx2020\_paper\_68.pdf. Accessed 1 Nov. 2022.

Evangelista, Gianpaolo, and Fredrik Eckerholm. “Player–Instrument Interaction Models for Digital Waveguide Synthesis of Guitar: Touch and Collisions.” *IEEE Transactions on Audio, Speech, and Language Processing*, vol. 18, no. 4, May 2010, pp. 822–832., https://doi.org/10.1109/tasl.2009.2038822.

Evangelista, Gianpaolo. “Physical Model of the Slide Guitar: an Approach Based on Contact Forces.” Audio Engineering Society, 2012, https://www.aes.org/e-lib/. Accessed 1 Nov. 2022.

Evangelista, Gianpaolo. “Physical Model of the String-Fret Interaction.” *DAFX*, 2011, http://dafx.de/. Accessed 1 Nov. 2022.

Jaffe, David A., and Julius O. Smith. “Extensions of the Karplus-Strong Plucked-String Algorithm.” *Computer Music Journal*, vol. 7, no. 2, 1983, pp. 56–69., https://doi.org/10.2307/3680063.

Karplus, Kevin, and Alex Strong. “Digital Synthesis of Plucked-String and Drum Timbres.” *Computer Music Journal*, vol. 7, no. 2, 1983, pp. 43–55., https://doi.org/10.2307/3680062.

Pakarinen, J., et al. “Analysis of Handling Noises on Wound Strings.” *The Journal of the Acoustical Society of America*, vol. 122, no. 6, 2007, pp. EL197–EL202., https://doi.org/10.1121/1.2786607.

Pakarinen, Jyri, et al. “Virtual Slide Guitar.” *Computer Music Journal*, vol. 32, no. 3, 2008, pp. 42–54., https://doi.org/10.1162/comj.2008.32.3.42.

Penttinen, Henri, et al. “Model-Based Sound Synthesis of the Guqin.” *The Journal of the Acoustical Society of America*, vol. 120, no. 6, Jan. 2007, pp. 4052–4063., https://doi.org/10.1121/1.2360422.

Puputti, Tapio. “Real-Time Implementation of the Virtual Air Slide Guitar.” *Helsinki/Aalto University*, 2010.