

Modal Spring Reverb in Faust - 13.04.21

Implementation of a *crappy* physical spring reverb model in Faust using modal synthesis.

Projekt in den Kursen Audiotechnik und Digitale Audiosignalverarbeitung im WS20/21 und SS21 an der BHT

Block Diagram of possible Effect Unit

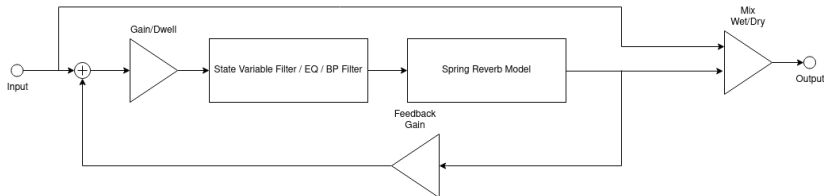


Figure 1: Blockdiagram

to do till 20.04.21

- ▶ Install Faust
- ▶ Learning Faust - Faust Online Course

Project Plan

KW	Date	Task
14	06.04	Learning Faust
15	13.04	Learning Faust
16	20.04	Learning Faust
17	27.04	Improve Model
18	04.05	Improve Model
19	11.05	Implementation of Model
20	18.05	Implementation of Model
21	25.05	Create Presentation
22	01.06	Project Presentation

Additional Material

Faust Online Course

Physical Interaction Design for Music

Paper: EMBEDDED REAL-TIME AUDIO SIGNAL PROCESSING
WITH FAUST

Paper: Effect Design: Reverberator and Other Filters