

Audiovisual material for Chapter 3 - A palette of walking sounds in real-time

Luca Turchet, Friday 02 October 2009 - 11:54:45

SDT-based walking sounds

Soft impact

- » [soft_impact.mp3](#)

Continuous crumpling

- » [crumpling01.mp3](#)
- » [crumpling02.mp3](#)
- » [crumpling03.mp3](#)
- » [crumpling04.mp3](#)

Physically informed sonic models

- » Snow: [synth_snow.mp3](#)
- » Beach sand: [synth_beach_sand.mp3](#)
- » Dry Leaves: [synth_dry_leaves.mp3](#)
- » Forest underbrush: [synth_forest_underbrush.mp3](#)
- » Gravel: [synth_gravel.mp3](#)
- » Country road (dirt and pebbles): [synth_dirt_plus_pebbles.mp3](#)
- » High grass: [synth_high_grass.mp3](#)
- » Wood: [synth_wood.mp3](#)
- » Wood with reverb: [synth_wood_plus_reverb.mp3](#)
- » Creaking wood: [synth_creaking_wood.mp3](#)
- » Creaking wood with reverb: [synth_creaking_wood_plus_reverb.mp3](#)
- » Metal: [synth_metal.mp3](#)

» Metal with reverb: [synth_metal_plus_reverb.mp3](#)