

ABSTRACT**INTERACTIVE SOUND EFFECTS SYSTEM
AND METHOD OF PRODUCING MODEL-BASED
SOUND EFFECTS**

The present sound effects system produces sound-effects which are based on parameterized models of sound-generating phenomena such as footsteps, earthquake, etc. The behavioral characteristics of the phenomena are taken into consideration when creating the models to ensure realism. Because the sound effects are created from models, the system allows a user greater flexibility and interactivity. By controlling a set of parameters, the user can interact with the system in real time. The system is versatile in that it can produce a wide range of sound-effects, and is not limited to producing any particular sound effects or a class of sound effects.

FIG. 1