e-Stars Template Builder

This program was written by Brian Cox of Caltech for NASA's Jet Propulsion Laboratory. Further information is contained in a TSP (see page 1). This software is available for commercial licensing. Please contact Don Hart of the California Institute of Technology at (818) 393-3425. Refer to NPO-40089.

Software for Acoustic Rendering

SLAB is a software system that can be run on a personal computer to simulate an acoustic environment in real time. SLAB was developed to enable computational experimentation in which one can exert low-level control over a variety of signal-processing parameters, related to spatialization, for conducting psychoacoustic studies. Among the parameters that can be manipulated are the number and position of reflections, the fidelity (that is, the number of taps in finite-impulse-response filters), the system latency, and the update rate of the filters. Another goal in the development of SLAB was to provide an inexpensive means of dynamic synthesis of virtual audio over headphones, without need for special-purpose signal-processing hardware. SLAB has a modular, object-oriented design that affords the flexibility and extensibility needed to accommodate a variety of computational experiments and signal-flow structures. SLAB's spatial renderer has a fixed signal-flow architecture corresponding to a set of parallel signal paths from each source to a listener. This fixed architecture can be regarded as a compromise that optimizes efficiency at the expense of complete flexibility. Such a compromise is necessary, given the design goal of enabling computational psychoacoustic experimentation on inexpensive personal computers.

This program was written by Joel D. Miller of QSS Group, Inc., for Ames Research Center. For further information, access http://human-factors.arc.nasa.gov/SLAB/. Refer to ARC-14991-1.