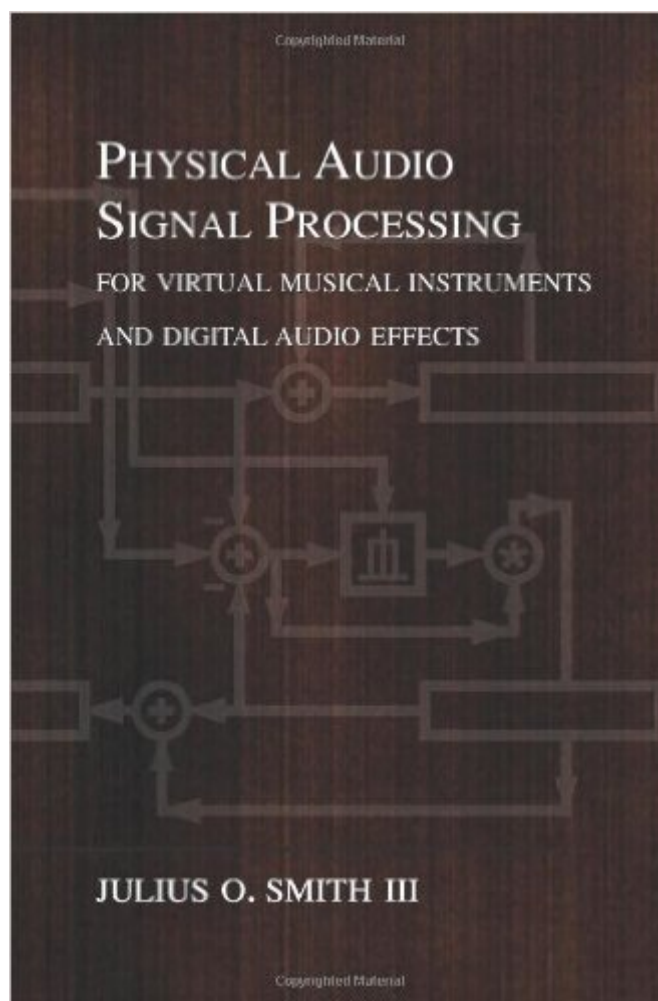The book was found

Physical Audio Signal Processing: For Virtual Musical Instruments And Digital Audio Effects

Synopsis

This book describes signal-processing models and methods that are used in constructing virtual musical instruments and audio effects. Specific topics considered include delay effects such as phasing, flanging, the Leslie effect, and artificial reverberation; virtual acoustic musical instruments such as guitars, pianos, bowed strings, woodwinds, and brasses; and various component technologies such as digital waveguide modeling, wave digital modeling, commuted synthesis, resonator factoring, feedback delay networks, digital interpolation, Doppler simulation, nonlinear elements, finite difference schemes, passive signal processing, and associated software.

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