Designing Audio Effect Plug-Ins in C++: With Digital Audio Signal Processing Theory

Will Pirkle

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Not just another theory-heavy digital signal processing book, nor another dull build-a-generic-database programming book, *Designing Audio Effect Plug-Ins in C++* gives you everything you everything you need to know to do just that, including fully worked, downloadable code for dozens of professional audio effect plug-ins and practically presented algorithms. With this book, you get access to a companion website where you can download the accompanying Rapid Plug-In Development software to compile and test the book examples, all the code examples, and view student plug-ins and tutorial videos on the development software. Start with an intuitive and practical introduction to the digital signal processing (DSP) theory behind audio plug-ins, and quickly move on to plug-in implementation, gain knowledge of algorithms on filtering, delay, reverb, modulated effects, dynamics processing, and more. You will then be ready to design and implement your own unique plug-ins on any platform and within most any host program.

Readers are expected to have some knowledge of C++, and high school math.

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