VocalTractObj

Reference info for type VocalTractObj: <a href="http://grey.colorado.edu/gendoc/emergent/VocalTractObj.html">Wiki</a> | <a href="ta:.Type.VocalTractObj">Emergent Help Browser</a>

See the demo project, demos/vocal_tract for an example of this code at work.

See also the AuditoryProc for auditory processing of sounds.

This object generates sound output based on a simulation of the human vocal tract configuration, and can produce reasonable speech profiles for a variety of languages. Support for English phonemes is provided. Allows simulation of the perception-action loop in speech. This is based on the gnuspeech[^1] code (re-implemented in C++).

References

Article Sources and Contributors

VocalTractObj  Source: https://grey.colorado.edu/emergent/index.php?tid=12297  Contributors: Oreilly