netMUSE: Networked Multi-user Sonic Environment

Bogdan Vera[i]
Centre for Digital Music, Queen Mary University of London
School of Electronic Engineering and Computer Science
bogdan.vera@eecs.qmul.ac.uk

ABSTRACT

3.1 Objects

3.1.1 Wavefront

4. Technical Implementation

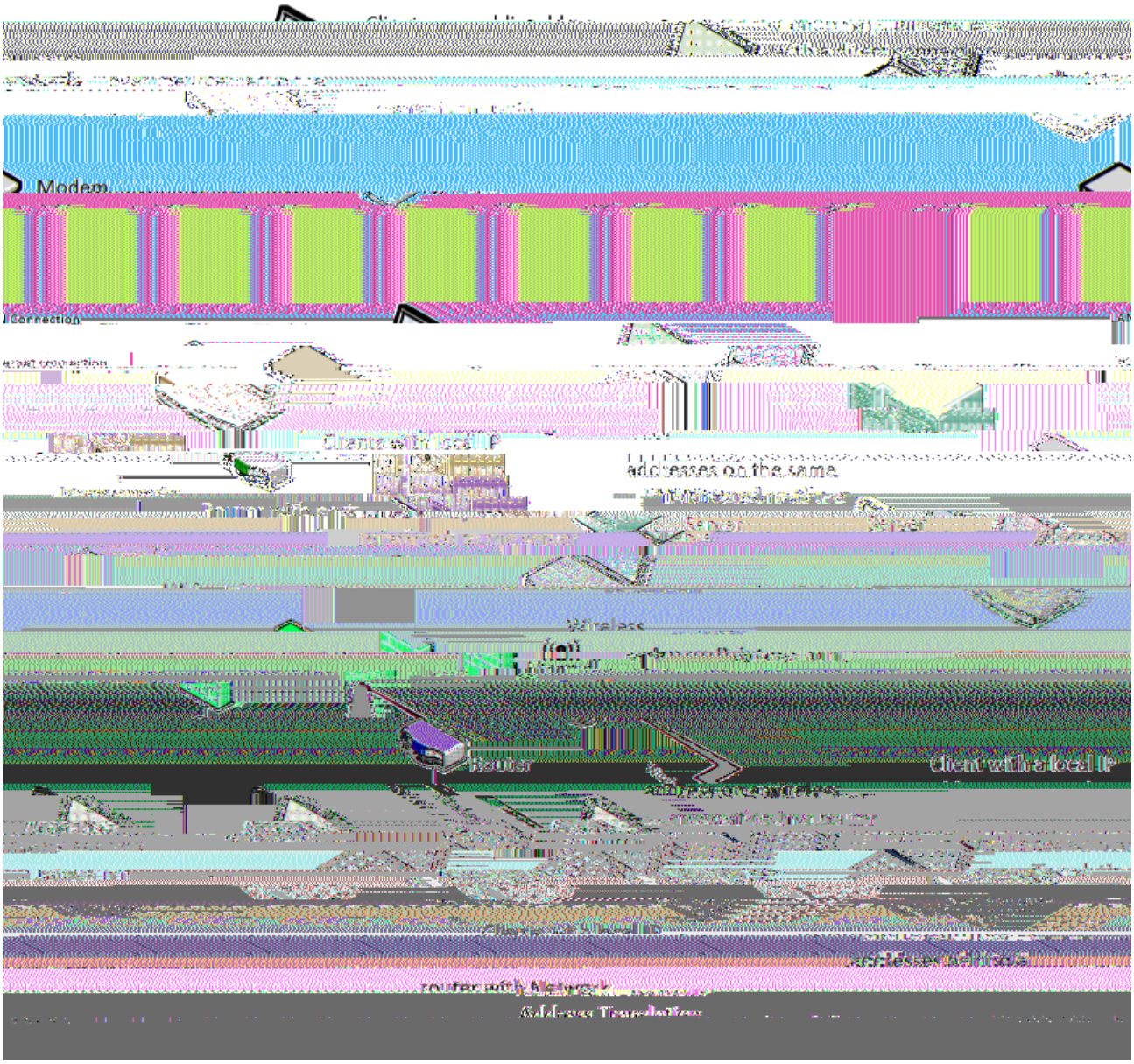

Figure 3 Some common networking scenarios.

References

30th International Conference on Intelligent Audio Environments

Sound and Music Computing Conference

Journal of Computing Sciences in Colleges,