

Key References:

Anon, 2017. *TouchDesigner 099 Wiki*. [online] Derivative.ca. Available from: https://www.derivative.ca/wiki099/index.php?title=Main_Page [Accessed 25 May 2017].

The Touchdesigner wiki is the go-to place for all the information on the different nodes within the software. This was my main resource for learning how to develop the visualiser, so in turn very valuable as a reference. As the software itself is very similar to Houdini, I found it very quick to pick up.

Pues, S. and Bore, G., 1999. *Microphones, Methods of Operation and Type Examples*. 4th ed. Berlin: Neumann.

As microphones are essentially the first input in the chain, I found it very useful to find out exactly how they work. This book goes over the ins and outs of different types of microphones and their directional patterns. This was of use to me as I needed to find out what would affect the input to my system, and why things may not be working as they should be, starting with the start, the microphone.

Yarlagadda, R., 2010. *Analog and Digital Signals and Systems*. 1st ed. 313: Springer Science & Business Media.

This book covers a lot more than what I needed for, but in my specific case, the level of detail provided on the Nyquist rate gave me great insight into the digital form of audio and how it is created. A low quality sample of the audio would result in an inaccurate visualization, therefore knowing how to digitally recreate audio accurately was essential.

References:

Rodriguez, J., 2013. *GLSL essentials*. 1st ed. Birmingham: Packt Pub.

This book covers how GLSL shaders work.

Sharp, J.A. , Peters, J. and Howard, K. (2002) *The Management of a Student Research Project* Third Edition. Gower

A student project management book for guidance.