

## TEMPLATES FOR DAFX-02, HAMBURG, GERMANY

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### ABSTRACT

This is the template file for the proceedings of the 5<sup>th</sup> International Conference on Digital Audio Effects (DAFx-02), which will be held at the Department of Signal Processing and Communications of the University of the German Federal Armed Forces Hamburg, Germany, September 26-28, 2002. This template has been generated from WASPAA'99 templates and aims at producing conference proceedings in electronic form. The format is essentially the one used for ICASSP conferences.

Please use either this LaTeX or the accompanying Word6.0/95 or Word97 formats when preparing your submission. All questions concerning DAFX-02 submission should be addressed to dafx2002@unibw-hamburg.de.

The templates are available in electronic form at the website: <http://www.dafx.de>. Thanks!

### 1. INTRODUCTION

This template can be found on the conference website. This template can be found on the conference website.

#### 1.1. Figures

All figures should be centred on the column (or page, if the figure spans both columns). Figure captions should follow each figure and have the format given below.

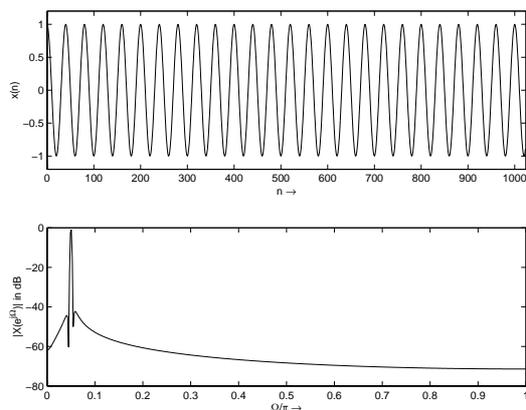


Figure 1: Sinusoid in time and frequency domain.

### 1.2. Equations

Equations should be placed on separate lines and numbered:

$$X(e^{j\Omega}) = \sum_{n=0}^{N-1} x(n)e^{-j\Omega n} \quad (1)$$

where  $x(n)$  is a windowed frame

$$x(n) = s(n) \cdot w(n) \quad (2)$$

with a window function  $w(n)$ .

### 1.3. Page Numbers

Page numbers will be added to the document electronically, so please leave the numbering as is, that is, the first page will start at page DAFX-1 and the last page, at most, will have to be DAFX-6 for the submission of papers for an oral presentation or DAFX-4 in the case of a poster presentation.

### 1.4. References

The references will be numbered in order of appearance [1] [2] [3] [4].

#### 1.4.1. Reference Format

The reference format is the standard IEEE one. We recommend to use BibTeX to create the reference list.

### 2. CONCLUSIONS

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### 3. ACKNOWLEDGEMENTS

Many thanks to the great number of anonymous reviewers!

### 4. REFERENCES

- [1] S.K. Mitra and J.F. Kaiser, Eds., *Handbook for Digital Signal Processing*, J. Wiley & Sons, 1993.
- [2] Simon Haykin, *Adaptive Filter Theory*, Prentice Hall, Englewood Cliffs, second edition, 1991.

- [3] James A. Moorer, "Audio in the New Millennium," *Journal of the AES*, vol. 48, no. 5, pp. 490–498, May 2000.
- [4] Daniel Arfib, "Different Ways to Write Digital Audio Effects Programs," in *Proc. Workshop on Digital Audio Effects (DAFx-98)*, Barcelona, Spain, 1998, pp. 188–191.