

## TEMPLATES FÖR FÖUR ÄUTHORS

*Jøhn Jøe*, \*

SPCL, Music Technology Area  
McGill University, Montreal, Canada  
dafx06@dafx.ca

*Lòu Lòu*, †

Spinning Group, Dept. of Turning Sciences  
Univ. of Planets, Mars  
dafx06@dafx.ca

*Kéñt Kíng*, ‡

Reading Group, Dept. of Reading Sciences  
Univ. of Universe, Sun  
dafx06@dafx.ca

*Mànfréd J. Môtěki*, §

Unknown Group, Dept. of Volatile Sciences  
Univ. of Nowhere, Somewhere  
dafx06@dafx.ca

### ABSTRACT

This is the template file for the proceedings of the 9<sup>th</sup> International Conference on Digital Audio Effects (DAFx-06). 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 L<sup>A</sup>T<sub>E</sub>X or the accompanying Word formats when preparing your submission. The templates are available in electronic form on the following website:  
<http://www.dafx.ca>. Thanks!

### 1. INTRODUCTION

This template can be found on the conference website.

#### 1.1. Figures

All figures should be centered on the column (or page, if the figure spans both columns). Figure captions (in *italic*) should follow each figure and have the format given in Figure 1. Figures must be

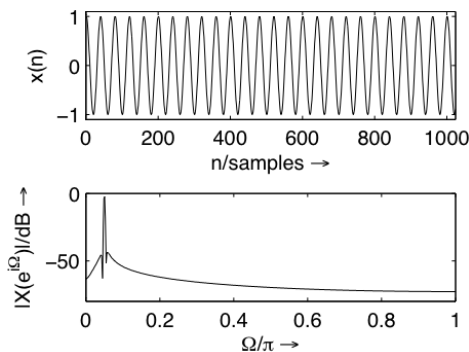


Figure 1: *Sinusoid in time and frequency domain.*

vectorial (no screen copy, no bitmap, etc). For example when using

\* This work was supported by the XYZ Foundation

† This guy is a very good fellow

‡ She is a member of the Wheel Association

§ Yes, senior

Matlab, export using either Postscript or PDF format. Also, in order to provide a better readability, figure text font size should be at list identical to footnote font size. To do so using Matlab, use the `subplot` command before plotting.

#### 1.2. Tables

As for figures, all tables should be centered on the column (or page, if the table spans both columns). Table captions should be in *italic*, follow each table and have the format given in Table 1.

angle ( $\theta$ , rad)	$\sin \theta$
$\frac{\pi}{2}$	1
$\pi$	0
$\frac{3\pi}{2}$	-1
$2\pi$	0

Table 1: *Basic trigonometric values.*

#### 1.3. 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 the sequence  $x(n)$  in equation (1) is a windowed frame:

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

with a window function  $w(n)$ .

#### 1.4. 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.









[illegible]

## 10. MARGIN CHECK

This section shows the column margins for pages other than the first one.

DAFx-06 welcomes you to Montreal. Montreal welcomes Digital Audio Effects, we simply love them. DAFx-06 welcomes you to Montreal. Montreal welcomes Digital Audio Effects, we simply love them. DAFx-06 welcomes you to Montreal. Montreal

[illegible]

[illegible]

## 11. MARGIN CHECK

This section shows the column margins for pages other than the first one.

[illegible][illegible]

## 12. REFERENCES

- [1] X. Serra, *Musical Signal Processing*. G. D. Poli and A. Piccilli and S. T. Pope and C. Roads Eds. Swets & Zeitlinger, 1996, ch. Musical Sound Modeling with Sinusoids plus Noise, pp. 91–122.
- [2] J. A. Moorer, “Audio in the new millennium,” *Journal of the AES*, vol. 48, no. 5, pp. 490–498, May 2000.
- [3] D. Arfib, “Different ways to write digital audio effects programs,” in *Proc. of the COST-G6 Workshop on Digital Audio Effects (DAFx-98), Barcelona, Spain, 1998*, pp. 188–91.