

Title (en)  
INTERACTIVE SOUND SYNTHESIS

Title (de)  
INTERAKTIVE TONSYNTHESE

Title (fr)  
SYNTHÈSE SONORE INTERACTIVE

Publication  
**EP 2225753 A1 20100908 (EN)**

Application  
**EP 08800377 A 20080925**

Priority  
• CA 2008001686 W 20080925  
• US 86414607 A 20070928

Abstract (en)  
[origin: US2009088246A1] The subject matter relates to a method for synthesizing game related sound using the laws of physics. In one implementation, one or more interactions between game elements within a game environment are identified. Properties associated with each of the gaming element are determined and parameters of the interactions are calculated. Based on these parameters and the properties of the elements, stored sound samples are used to produce appropriate sound.

IPC 8 full level  
**G10H 7/00** (2006.01); **A63F 13/00** (2006.01)

CPC (source: EP US)  
**A63F 13/10** (2022.01 - EP); **A63F 13/45** (2014.09 - EP); **A63F 13/54** (2014.09 - US); **A63F 2300/6081** (2013.01 - EP US);  
**A63F 2300/643** (2013.01 - EP US)

Designated contracting state (EPC)  
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MT NL NO PL PT RO SE SI SK TR

Designated extension state (EPC)  
AL BA MK RS

DOCDB simple family (publication)  
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**US 86414607 A 20070928**; CA 2008001686 W 20080925; CN 200880113777 A 20080925; EP 08800377 A 20080925; JP 2010526117 A 20080925; KR 20107009031 A 20080925