

Time Interpolation

Time interpolation is used to specify the duration of your resultant sound. The value is the number of samples that are synthesized per pixel transduced.

Amplitude Scalar

Color data in images varies widely in magnitude; because of this image transduced sounds may fluctuate widely in amplitude. This value is a simple amplitude scalar of the output sound. You can monitor the current *peak amplitude* of the resultant signal while it is computing in the amplitude status window on the ***Hyperupic*** window. If the peak is much smaller than 1.0 (resolution loss and noise) or much greater than 1.0 (distortion), then you can restart the process with a better scalar.

Sampling Rate

Specifies the sampling rate of the resultant sound.

Synthesis Threshold

This is a simple amplitude gate that can be used to block the synthesis of

low amplitude frequencies. If an image has a large amount of "silent space" (i.e. blank space), then setting this value to an appropriate epsilon (.0000005) may improve computation time slightly.