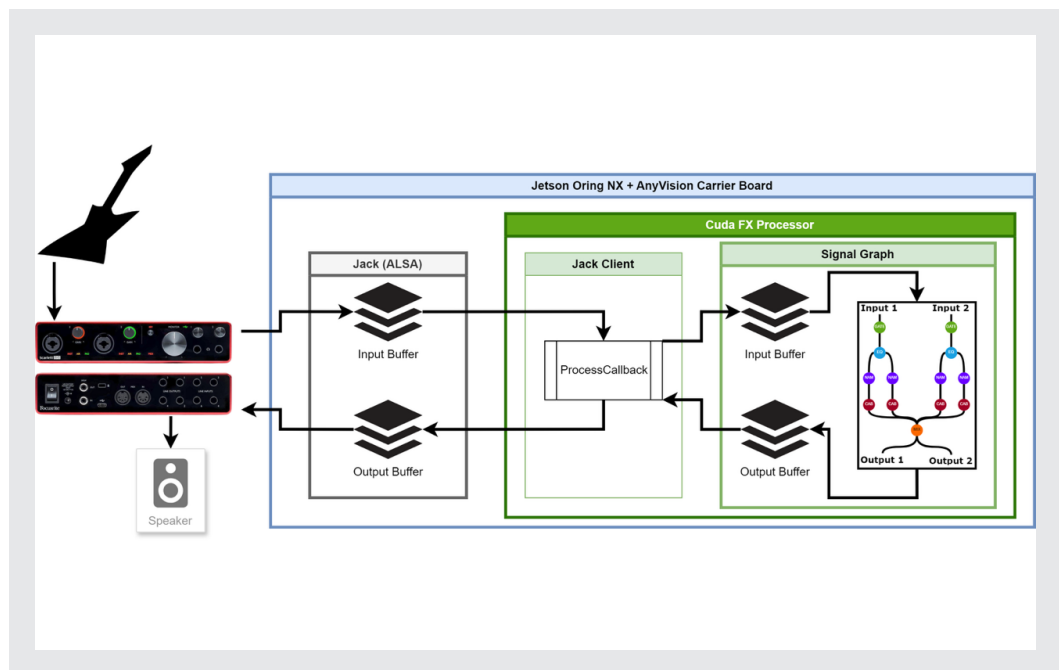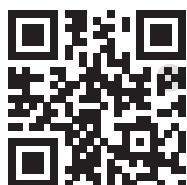**zhaw** **School of Engineering**

# GPU Based Audio Processing Platform with AI Audio Effects



- Real-time audio effects processing on a GPU

- Adjustment of effect parameters without audio dropout

- Freely customizable signal graph

- Low-latency impulse response processing

- Able to load and render guitar amplifier profiles trained using the Neural Amp Modeler

Master Thesis
Author: Simon Schneider
Supervisor: Prof. Dr. Matthias Rosenthal
www.zhaw.ch/ines