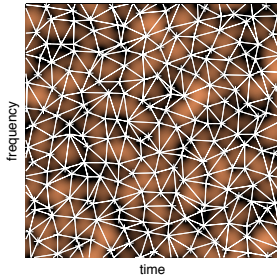
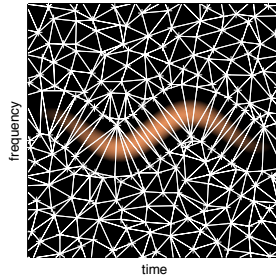


Delaunay triangulation

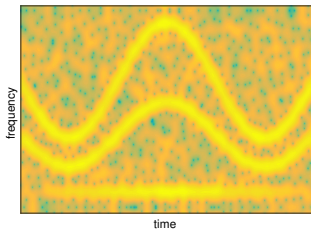
noise only



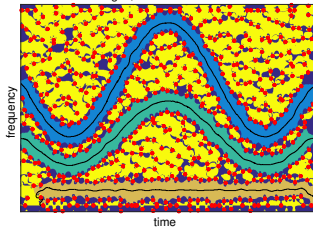
signal + noise



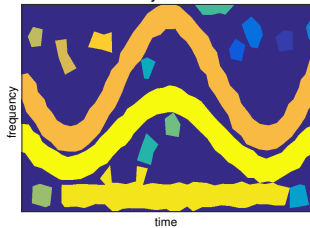
A 3-mode example



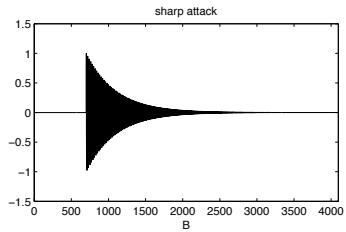
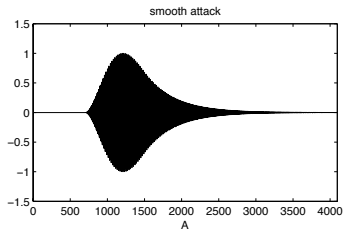
Ridges, basins and zeros



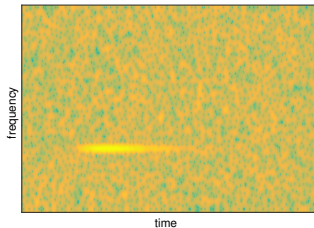
Delaunay Domains



Damped tones

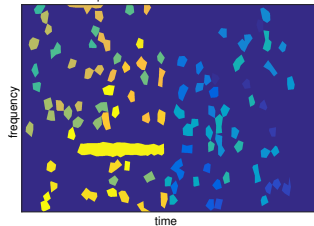


Smooth attack



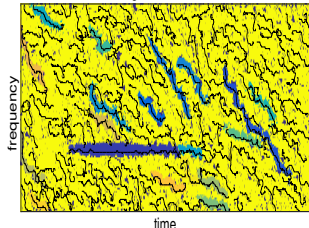
time

Damped tone with cosine attack



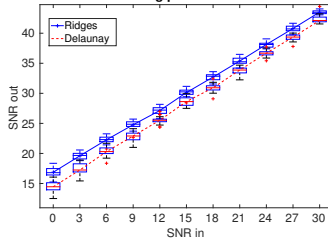
time

Ridges and basins

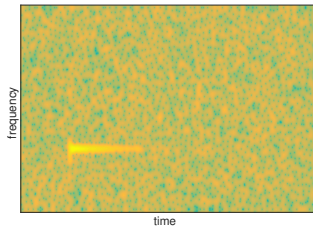


time

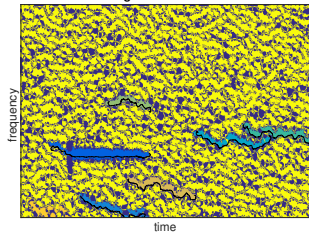
Denosing performance



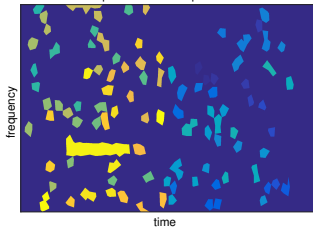
Sharp attack



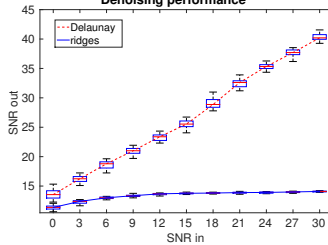
Ridges and basins



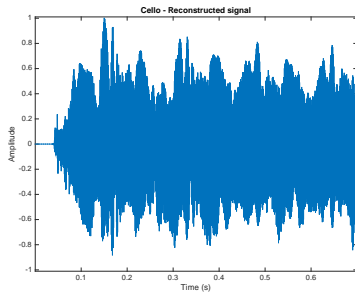
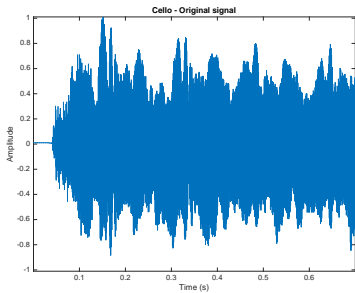
Damped tone with step attack



Denosing performance



Cello sounds



Cello sounds

