

# Introduction

- **At the beginning of Digital Audio**
  - Analogue to Digital and Digital to Analogue conversion at 44.1kHz/48kHz was a problem.
  - 14 bits was state of the art!
  - 16 bits was very difficult and very expensive!
- **Today 32-bit conversion is common**
  - At rates as high as 384kHz
  - At low cost
- **Due to a combination of DSP and analogue design, Audio Alchemy!**
- **How does it work?**