

# 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?