Basic Outline:

1. Installation
2. Machine Learning in Audio
    a. Audio -> noise detection(?) -> something else (?) -> something (?) -> product (?)
3. Report results
    a. Dashboard (desktop)
    b. App (mobile)

Notes from March 3rd meeting recording:
16 mics
capture activity birds and environment of barn in local activity
zones in house

aggregated in a hub
data sent to cloud for secondary data processing

Uses multi-class machine learning models to detect and count instances of anomalies
detecting anomalies - the unexpected
Trained on age groups of flock

cloud activity allows for dashboard, more sophisticated analysis

Title screen: "System Overview" with text animation

Cuts to art/diagram of barn house. Shows chickens inside, as well as
the placement of microphones.

"Microphones are placed in regularly-spaced intervals within the
chicken house to define zones"

Graphic that shows eight or so microphones within the barn

"Audio data is collected and monitored"

"AudioT utilizes multi-class machine learning models to detect and
count instances of 'coughs'"

Animated chart graphic?

Rough sketch of what i'm going to animate in after effects
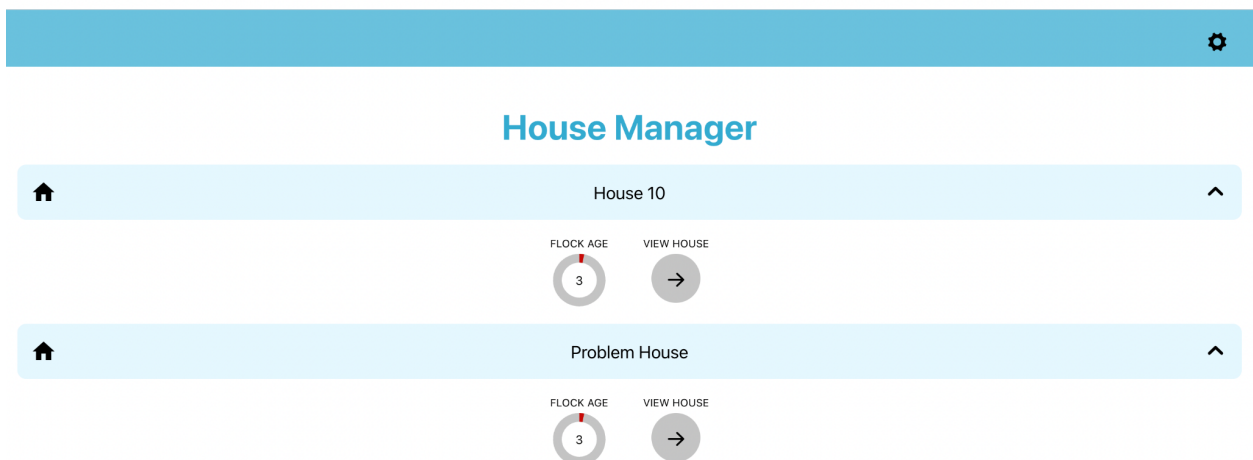
"Results and monitoring are accessible through AudioT's desktop dashboard, or mobile app"
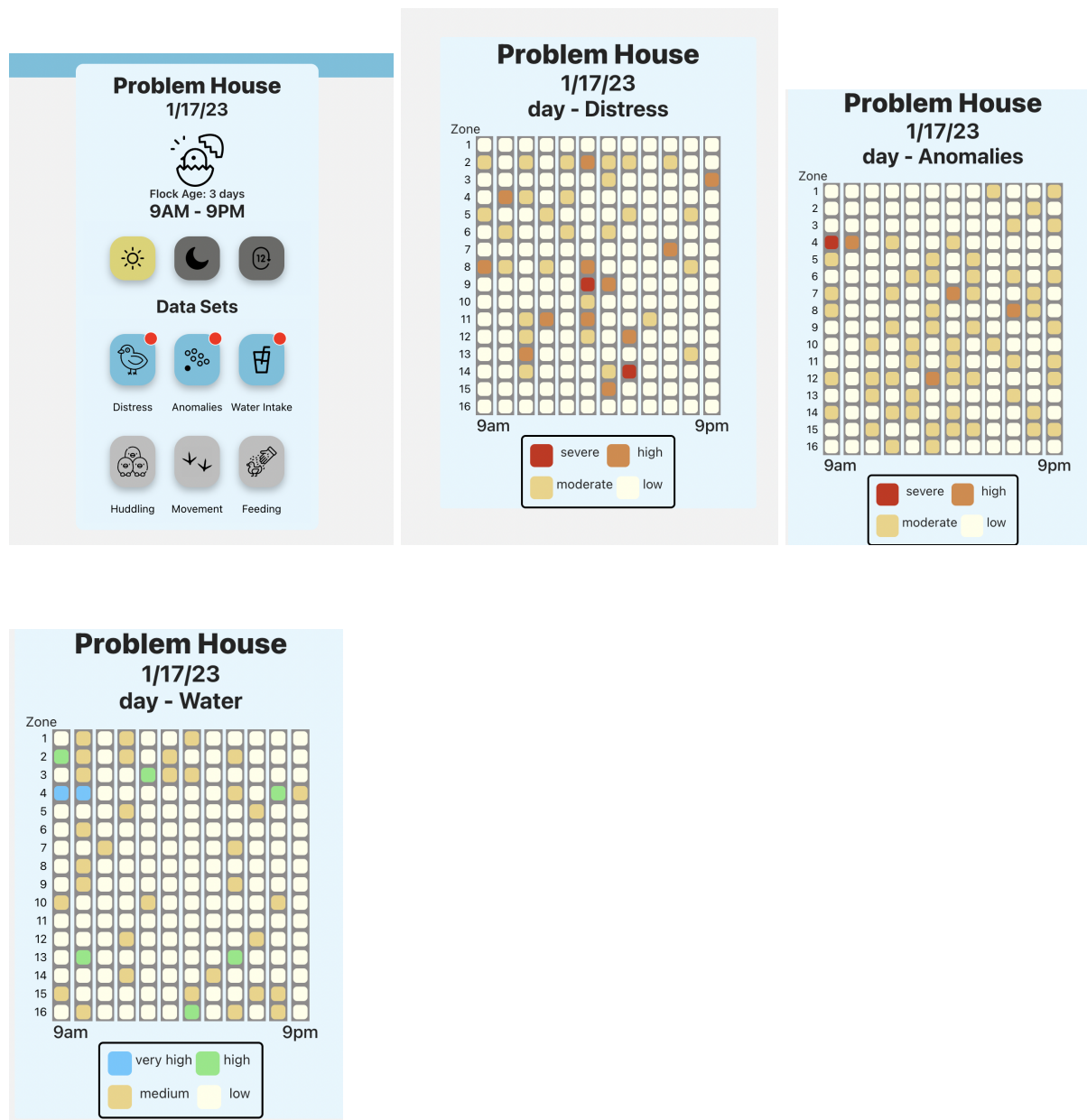
Footage of user going through dashboard and app

Screen shifts to page with text of: "Results and monitoring are accessible through AudioT's desktop dashboard, or mobile app"

This text shows on left and then on right there is this image:

Farm View

⚙

House Manager

🏠   House 10   ⌃

FLOCK AGE   VIEW HOUSE

(3)   (→)

🏠   Problem House   ⌃

FLOCK AGE   VIEW HOUSE

(3)   (→)

Then the next screen goes to walk through the application.

Two ways we can show this one is through images where the animations show what buttons are being pressed or just the following video with voice over would also be sufficient.