Table of Contents

1 3D REPRESENTAION OF AUDIO SIGNALS…………………………..1

1.1 Introduction…………………………………………………………...1

1.2 Motivation…………………………………………………………….3

1.3 Problem Statement……………………………………………………4

1.4 Objectives……………………………………………………………..4

1.5 Project Outcome and Mode of demonstration………………………..5

1.6 Application……………………………………………………………5

2 LITERATURE SURVEY…………………………………………………6

2.1 Previous Research…………………………………………………….6

2.2 Summary of the Literature review…………………………………..10

3 REQUIREMENTS……………………………………………………….11

3.1 Block Diagram…………………………………………………...….11

3.2 Flow Chart……………………………………………………….......12

3.3 Software Requirements……………………………........…………...13

1 MATLAB…………………………………………………………..13

2 Python………………………………………………………………13

3.4 Methodology………………………………………………………..14

3.5 Novelty of proposed work…………………………………………..15

## 4 PLANNING AND FEASIBILITY OF WORK…………………………..16

4.1 Feasibility Analysis…………………………………………………16

4.2 Anticipated Bottlenecks……………………………………………..16

## 4.3 Pert chart……………..……………………………………………...17

References………………………………………………….……………….18