

Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

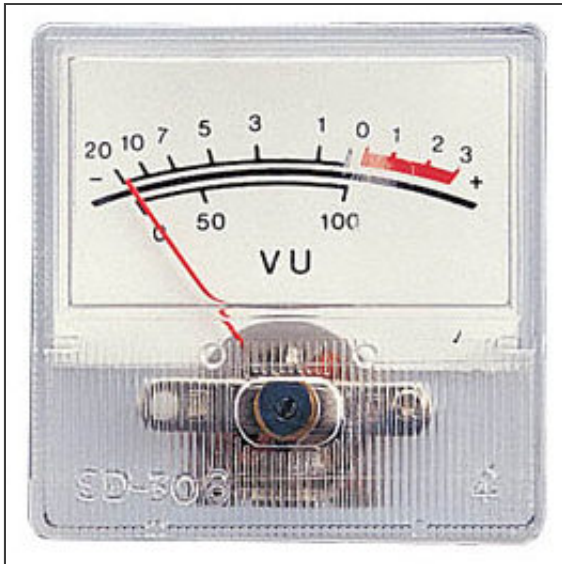
Let us suggest some topics of discussion and optional projects:

SUGGESTED TOPICS

- Did you know that all the things presented in this course could be done in a Web application?
- What interesting tools / libraries did you find for using WebAudio?
- Do you have any experience with audio processing? If yes, please post a message in the forum, as we need help designing a good sounding distortion effect/amp simulator for guitar!

OPTIONAL PROJECTS

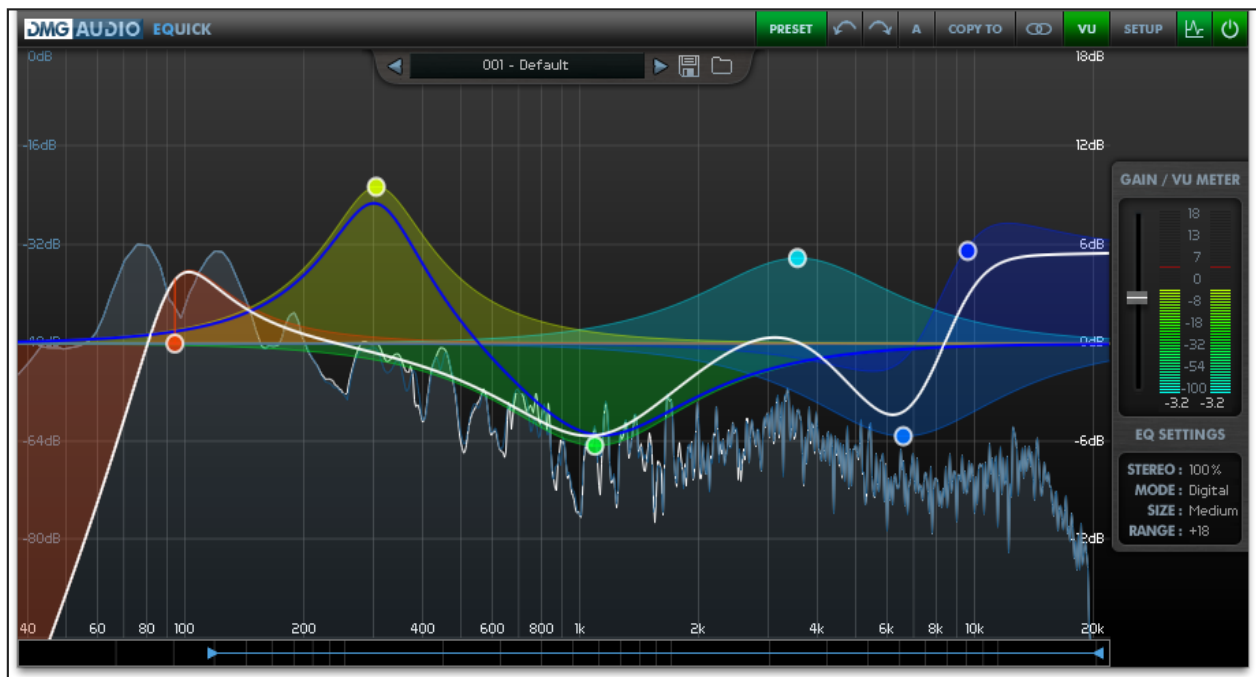
- We would like to see the best audio visualizations imaginable! Drawing wave forms and frequency bars is so common!... Please show us some psychedelic animations or use something like this:





By the way, [look at this, too](#). It uses the techniques we saw for drawing volume meters: it animates different shapes and colors that follow the beat of the music.

- And... we would like to see the ultimate audio or video player, with great effects: reverb, equalizer, stereo, compressor, etc.
- Make a graphic equalizer: take the code from the example given in the course, mix it with the one from [the application that draws the frequency response of a single filter](#), and make a multi-band graphic equalizer inspired by this one, for example:



- Sound sample project: try to make a small multi track player (load the files in memory like sound samples). You can get free multi track audio files [on this Web site](#) (or find real multi track songs by famous artists - many have been ripped from the Guitar Hero or Rock Band games and are available as

Moog files on the Web).

- Another suggested project: prepare a set of audio samples for the video game you will develop during Week 2. Register on freesound.org, download the sounds, prepare a small app that uses the BufferLoader utility that we presented in the course, add buttons to the page to play them, and why not add some effects, too?