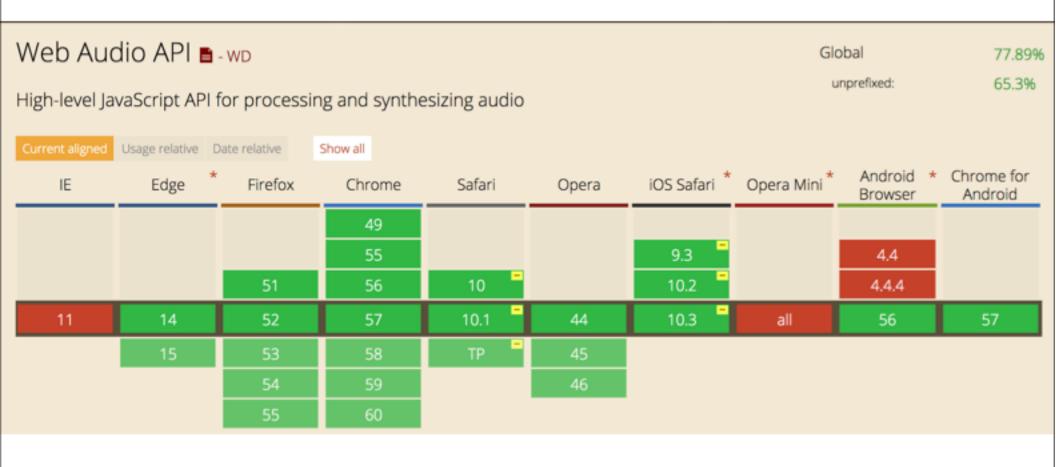
Intro to the Web Audio API

Kevin Heis

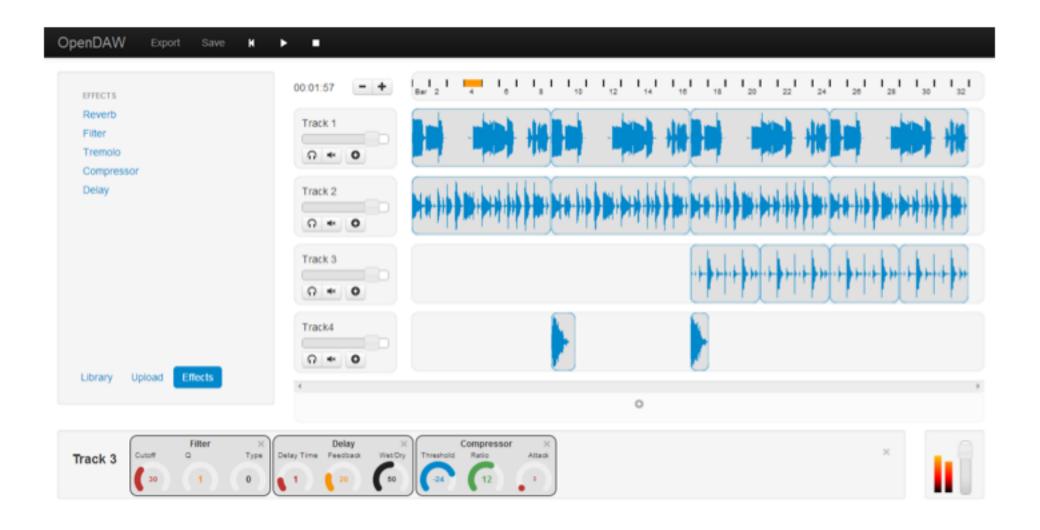
Web Audio API

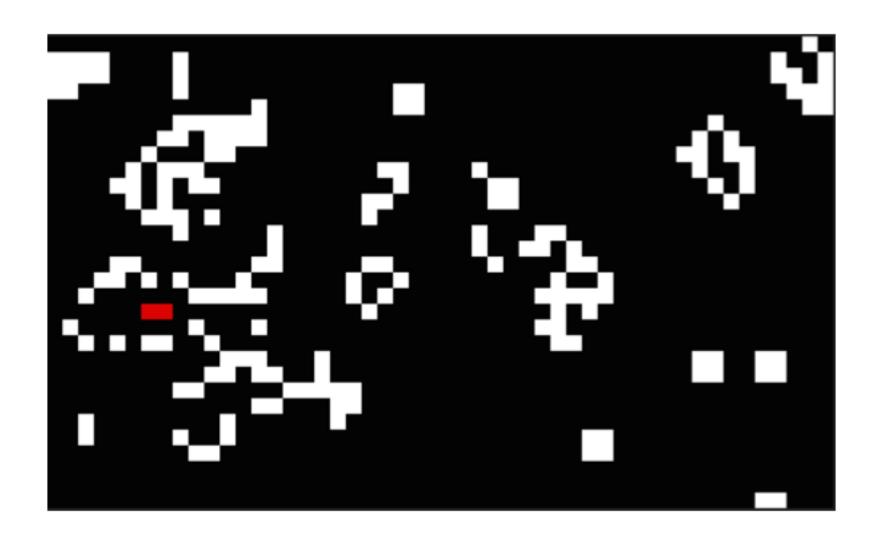
 W3C-standard real-time audio API built directly into the browser playing, synthesizing, and analyzing audio for music, games, and other audio applications.



History of Browser Audio

- Flash, Java, Proprietary Systems
- HTML5 < audio >
- Mozilla's Audio Data API (~2008-2012)
- Chrome's Web Audio API (~2010-2013)
- Standard Spec (~2014+)





http://www.cappel-nord.de/webaudio/conways-melodies/

Plan

- Play a sample
- Make a drum machine
- Play an oscillator
- Make a basic synth
- Make a track

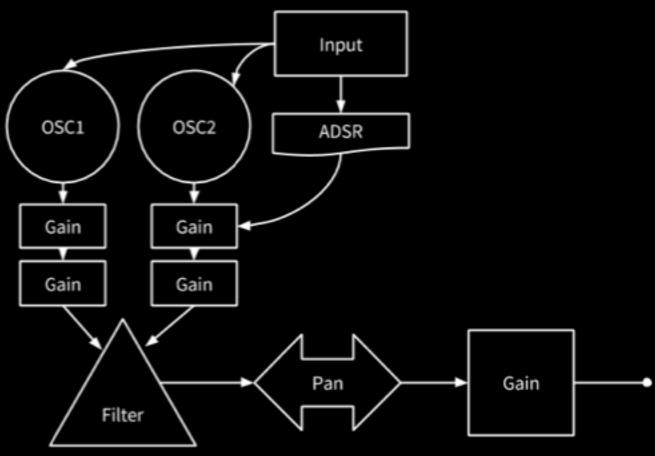
To Play a Sample

- Ajax
- Buffer
- Trigger

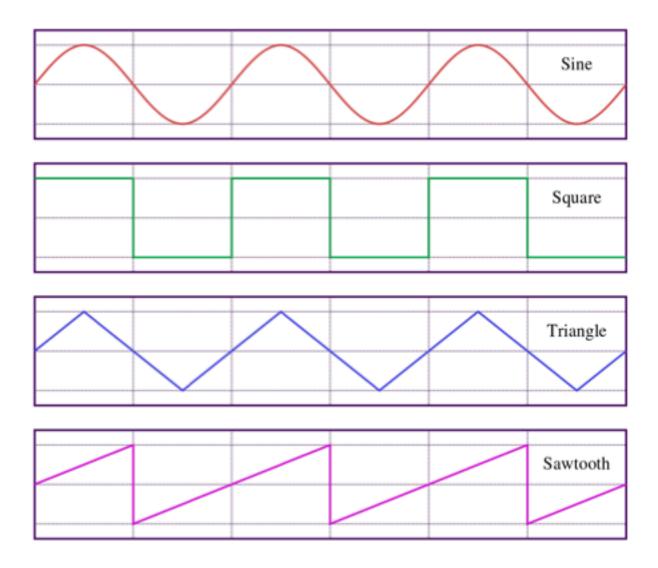
Make a Drum Machine

Basic Params of Sound

- Volume
- Pitch
- Duration
- Color
- Space



Info: Make a 2 oscillator synthesizer

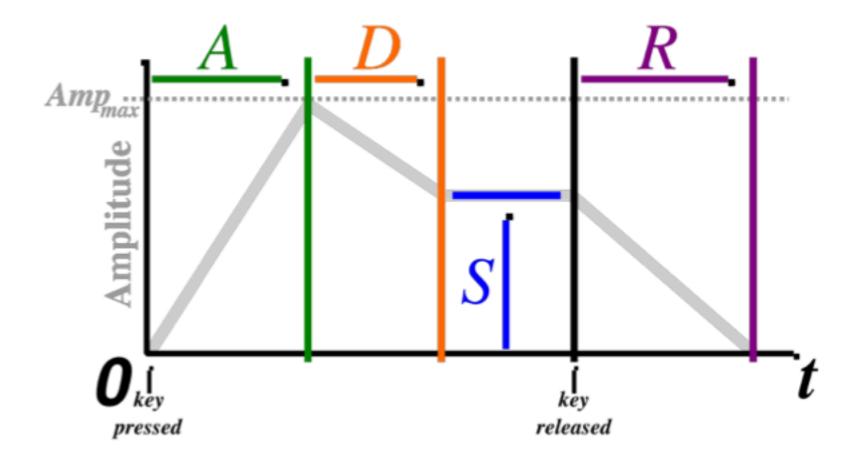


http://en.wikipedia.org/wiki/Non-sinusoidal_waveform

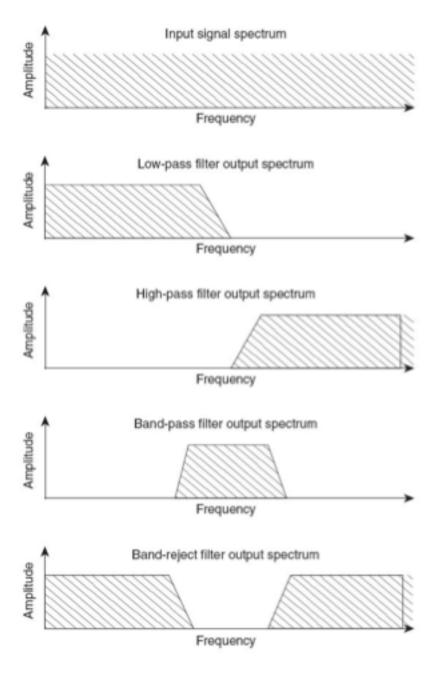


Gain

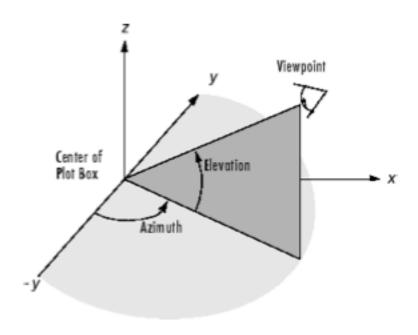
http://wallpaperstock.net/volume-knobwallpapers_17585_1920x1440.jpg



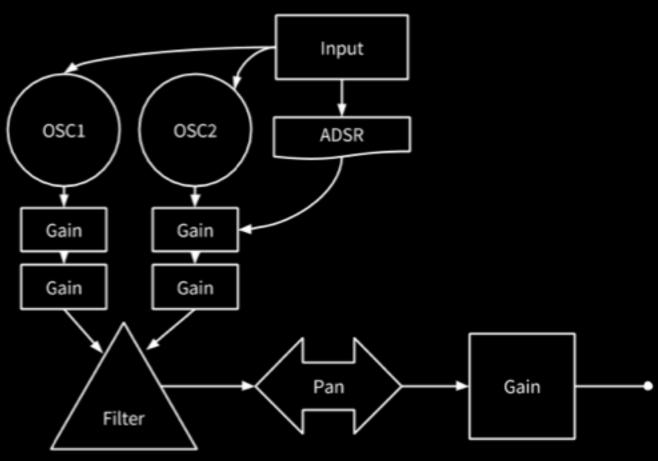
http://commons.wikimedia.org/wiki/File:ADSR_parameter.svg



http://www.embedded.com/print/4015871



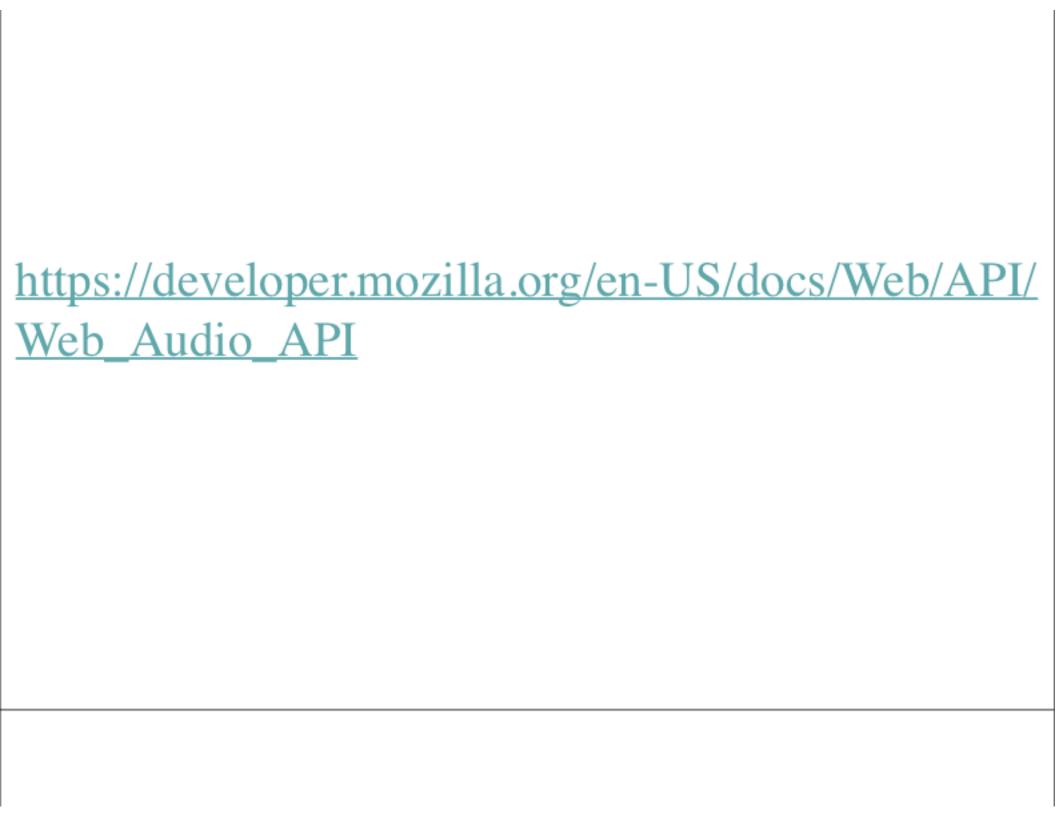
http://148.204.81.206/matlab/visualize/chview3.gif



Info: Make a 2 oscillator synthesizer

Additional Ideas

- Adding effects: delay, reverb, distortion, compression
- Continuous Change and LFOs
- Audio Analysis
- MIDI
- Combine with other browser tech



Thank you!