AUDIO EDITOR

COURSES
DIGITIZATION
ADVANCED WEB DESIGN

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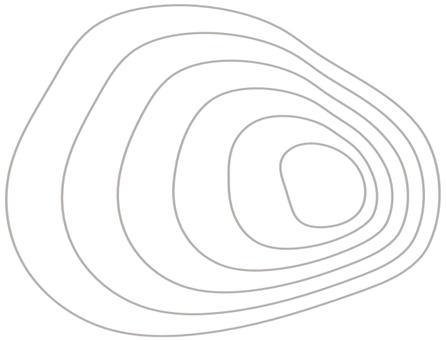
CONTENTS



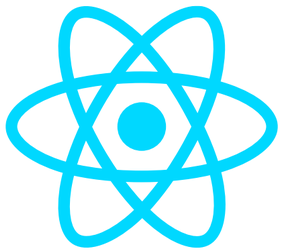
1. Introduction

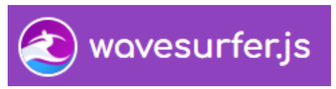
Audio Editor App – an innovative, web-based audio editing solution that empowers users with two distinct modes of operation:

- **Node-Based Editing**
- **Track-Based Editing**

In this presentation, we will explore the design, key features, and underlying technology that power the Audio Editor App

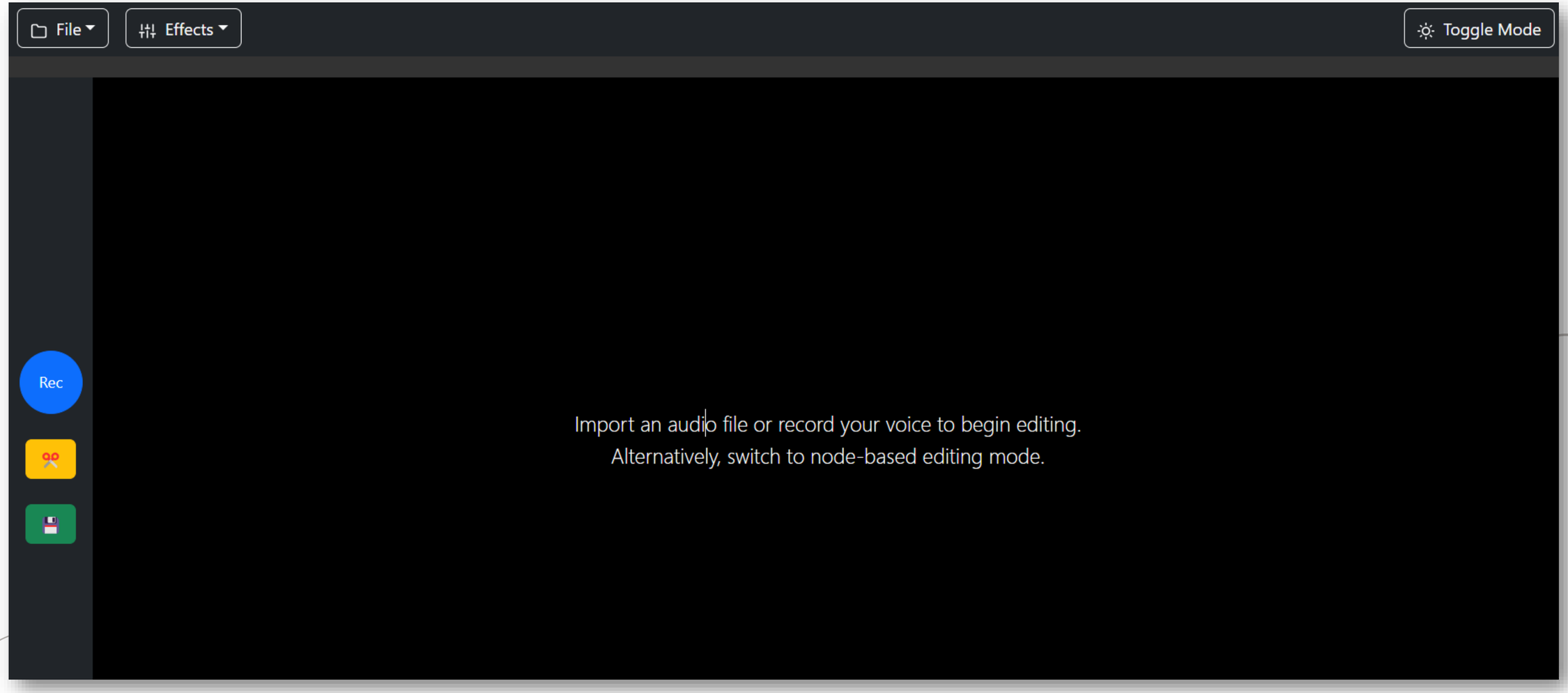
2. Required Libraries/Packages



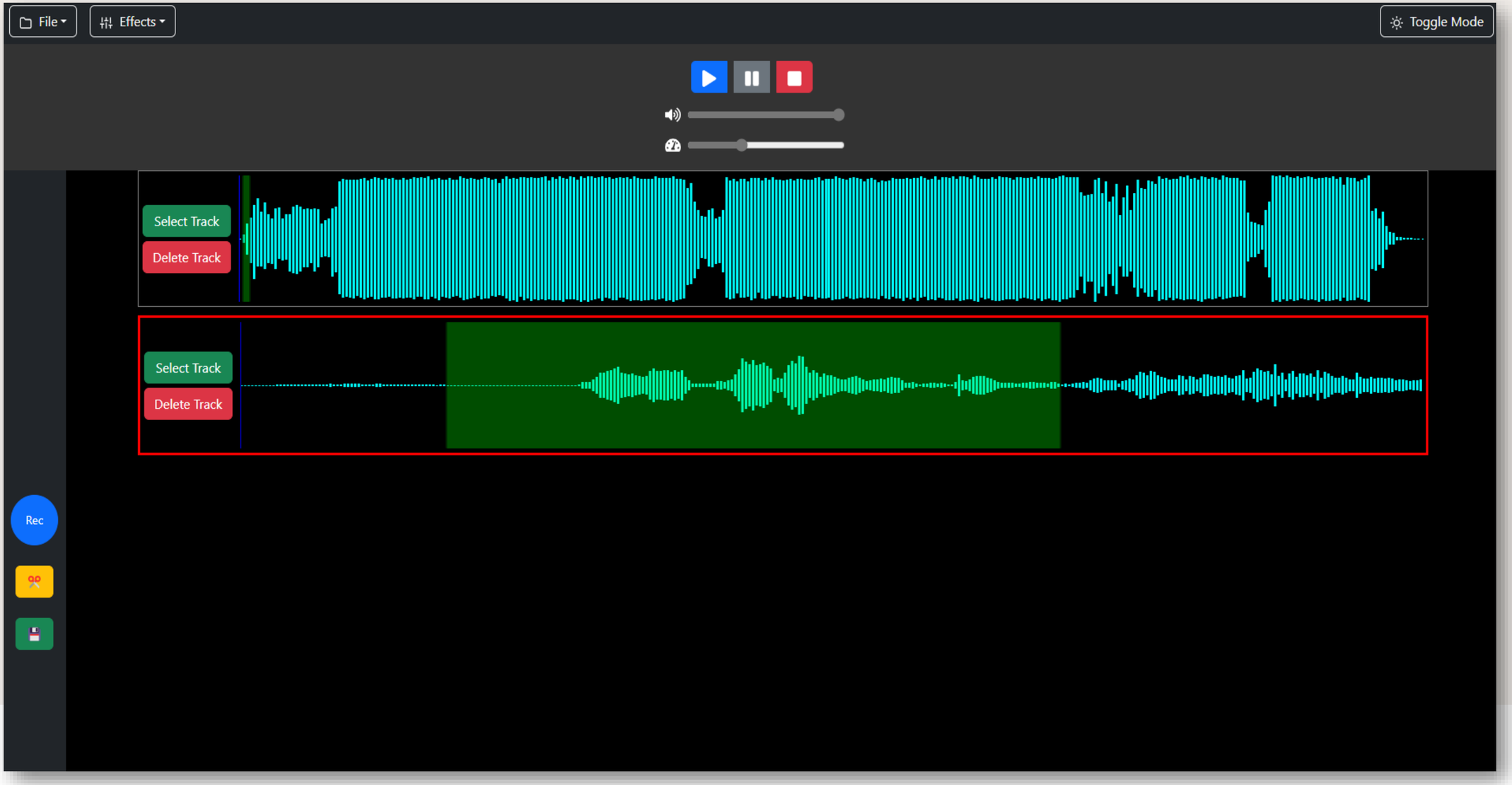


3. Detailed Instructions

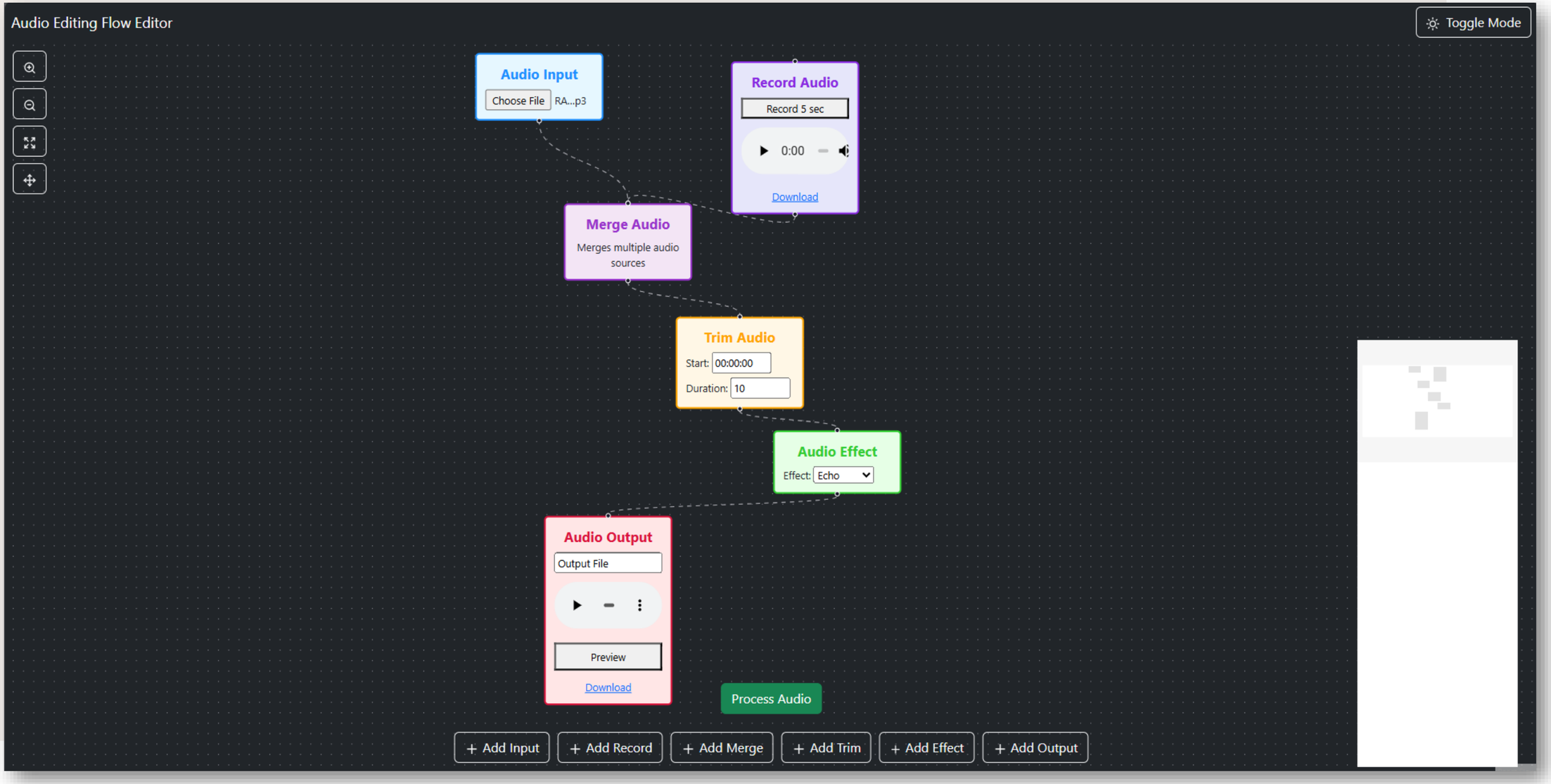
3.1 Accessing Audio Editor



3.2 Track-Based Editing



3.3 Node-Based Editing



4. Final Steps and Conclusion

Challenges & Lessons Learned

- **Defining the Starting Point**

Choosing between node-based and track-based editing, aiming for seamless integration.

- **Library Integration**

Leveraged React Flow, WaveSurfer.js, and FFmpeg.wasm for node management, waveform visualization, and audio processing.

Challenges & Lessons Learned

- **UI & Navigation**

Developed an intuitive menu for easy mode switching and streamlined workflows.

- **Complexity & Refactoring**

Added features increased code complexity. Frequent refactoring ensured maintainability.

- **Audio Synchronization**

Synchronizing playback and effects (e.g., fade in/out, trim) was a significant challenge.

You can access the Web app to this link

audio-editor-app.vercel.app

Thank you for your attention!

Questions or feedback?