



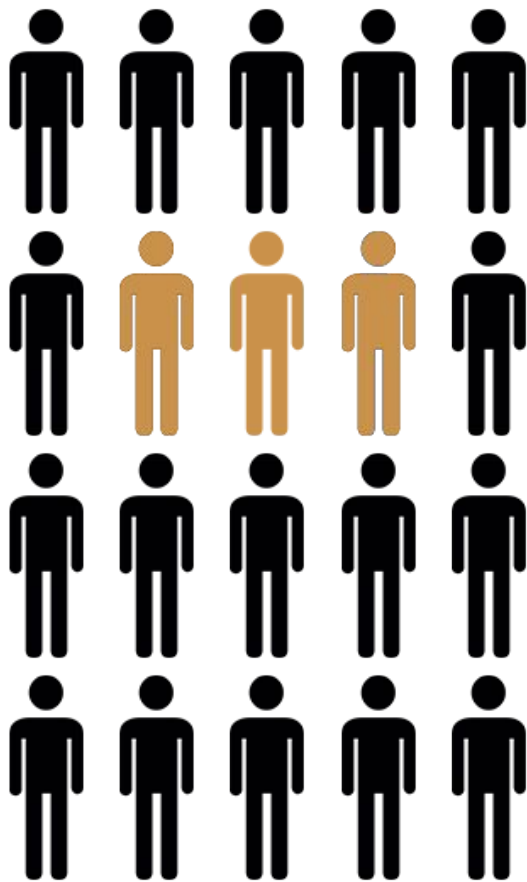
VERBRAR

**ESCUTEM ESSA
MÚSICA !**



**+34 MILHÕES DE
CRIANÇAS**

466.000.000



**15 pessoas surdas
na zona de propulsão**

Dados da OMS (2015)

**PORQUE ELAS
NÃO ESTÃO
AQUI ?**

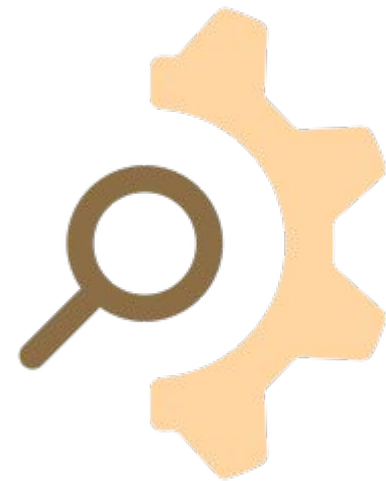
**PORQUE NÃO
EXISTE UM MEIO
INCLUSIVO !**

ESTÍMULOS VISUAIS



ESTÍMULOS TÁTEIS

**ENTREVISTAMOS 5
DEFICIENTES AUDITIVOS.**



**VALIDAMOS COM
1 DELES.**

B2C



B2B2C



VerBrar | Processing 3.4

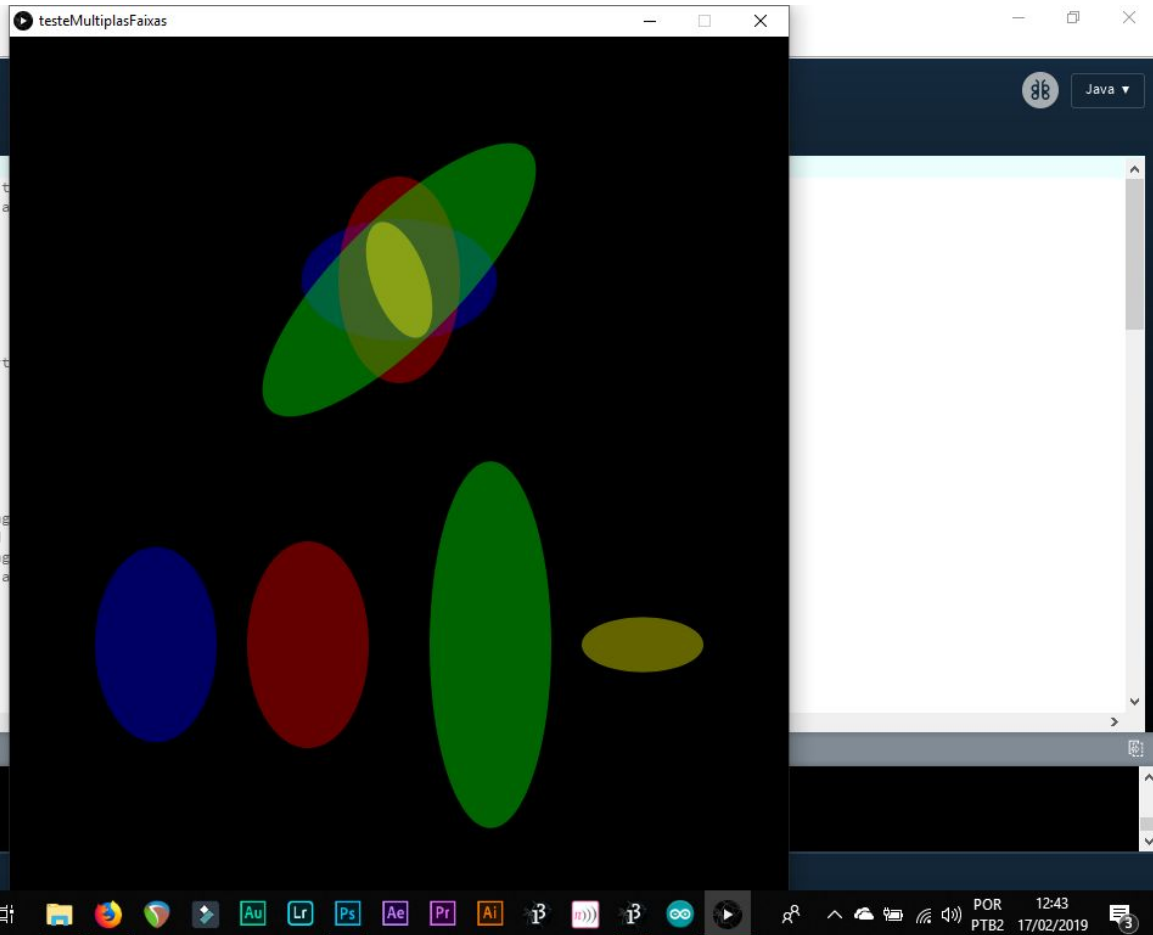
Arquivo Editar Sketch Debug Ferramentas Ajuda

VerBrar

```
1. /**
2.  * This sketch shows how to use the Amplitude class to
3.  * "loudness" of a stream of sound. In this case an a
4.  */
5.
6. import processing.sound.*;
7. import processing.serial.*;
8.
9.
10. Serial myPort; // Create object from Serial class
11. int val; // Data received from the serial port
12. // Declare the processing sound variables
13. SoundFile sample;
14. Amplitude rms;
15. FFT fft;
16.
17. int bands = 128;
18.
19. // Declare a smooth factor to smooth out sudden changes
20. // With a smooth factor of 1, only the last measured
21. // visualisation, which can lead to very abrupt changes
22. // smooth factor towards 0, the measured amplitudes are
23. // leading to more pleasant gradual changes
24. float smoothingFactor = 0.25;
25. float smoothingFactor2 = 0.2;
26. // Used for storing the smoothed amplitude value
27. float sum;
28. float[] sum2 = new float[bands];
```

enviou
enviou
enviou
enviou

Console Errors



EQUIPE VERBRAR

