

Hackathon Project Phases Template that ensures students can complete it efficiently while covering all six phases. The template is structured to capture essential information without being time-consuming.

Hackathon Project Phases Template

Project Title:

Audio2Img

Team Name:

AIML-BOTS

Team Members:

- Y. Kusumaharish
- Sk. Md. Firoz
- C. Mohan Venkata Aditya
- I. Ramu

Phase-1: Brainstorming & Ideation

Objective:

- Identify the problem statement.
- Define the purpose and impact of the project.

Key Points:

- **Problem Statement:** Many artists struggle to find inspiration for their work, and non-artists lack tools to create artistic visuals easily. Converting audio into artwork can bridge creativity across different media forms.
- **Proposed Solution:** Audio2Art is an AI-driven tool that generates unique artwork based on the features of an input audio file, including mood, rhythm, and intensity.

- **Target Users:** Digital artists, musicians, content creators, and anyone interested in generative AI-based art.
 - **Expected Outcome:** A system that transforms sound into visually appealing art, expanding creative possibilities.
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Phase-2: Requirement Analysis

Objective:

- Define technical and functional requirements.

Key Points:

- Technical Requirements: Python, TensorFlow/PyTorch, OpenCV, Deep Learning Models (GANs, Style Transfer), Audio Processing Libraries (Librosa, FFmpeg), Cloud/Local Hosting.
 - **Functional Requirements:**
 - Accepts audio files as input.
 - Analyzes beats, frequencies, and mood.
 - Generates artistic visuals based on extracted features.
 - Provides customizable artistic styles.
 - Allows saving and sharing generated artwork.
 - **Constraints & Challenges:**
 - Processing high-quality audio in real time.
 - Ensuring diverse and unique artwork generation.
 - Optimizing performance for different computing capabilities.
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Phase-3: Project Design

Objective:

- Create the architecture and user flow.

Key Points:

- System Architecture Diagram: (Include a flowchart showing how audio input is processed and transformed into artwork.)
 - User Flow:
 - User uploads/selects an audio file.
 - System processes the audio to extract features.
 - AI model generates corresponding artwork.
 - User can customize and save the output.
 - UI/UX Considerations:
 - Simple and intuitive interface.
 - Real-time preview of generated artwork.
 - Easy-to-use customization options.
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Phase-4: Project Planning (Agile Methodologies)

Objective:

- Break down the tasks using Agile methodologies.

Key Points:

- **Sprint Planning:** Define key milestones (Audio Analysis, Model Training, UI Development, Integration, Testing, Deployment).

- **Task Allocation:** Assign tasks based on team expertise (Backend, AI Model, Frontend, Testing, Deployment).
 - **Timeline & Milestones:** Estimated timeline for completion with iterative development cycles.
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Phase-5: Project Development

Objective:

- Code the project and integrate components.

Key Points:

- Technology Stack Used: Python, TensorFlow/PyTorch, OpenCV, Librosa, Flask/Django, React.
 - **Development Process:**
 - Develop audio feature extraction module.
 - Train AI models for image generation.
 - Build frontend and backend for user interaction.
 - Optimize performance and scalability.
 - **Challenges & Fixes:**
 - Fine-tuning AI models for better output.
 - Reducing processing time without quality loss.
 - Handling diverse audio input types.
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Phase-6: Functional & Performance Testing

Objective:

- Ensure the project works as expected.

Key Points:

- **Test Cases Executed:**
 - Different audio inputs (music, speech, ambient sounds).
 - Varying durations and qualities.
 - Stress testing for large files.
 - **Bug Fixes & Improvements:**
 - Reduce latency in image generation.
 - **Final Validation:**
 - Ensure generated art aligns with audio features.
 - **Deployment (if applicable):**
 - Hosted on cloud/local server.
 - Accessible via web or app.
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Final Submission

- **Project Report based on the template.**
 - **GitHub/Code Repository Link.**
 - **Presentation.**
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