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Morphy: Music Visualizer

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**Morphy |** A Music Visualizer

This is an OpenGL project that demonstrates a Music Visualizer. For the given input audio file (.wav) the program will give the real-time audio spectrum by performing Fast Fourier Transform (FFT) on the audio samples and plot the graph using OpenGL. This Project is implemented in C++ using OpenGL. Interface for the

program is given with the help of keyboard.

**System Requirement**

**Hardware Requirement**

**Sound output device:** Speakers or headphones

**Sound input device:** microphone

**Sound card:** 16-bit sound card

**Free hard disk space:** 100 MB

**RAM:** 64 megabytes (MB)

**Processor:** A 233 megahertz (MHz) processor, such as an Intel

Pentium II or Advanced Micro Devices (AMD) processor

**Software Requirement:** Windows/Linux Operating system, OpenGL 2.0, C++

Compiler.

**Conclusion:** It can be used in various music players for visualization & audio data analysis.