**PROJECT STATUS REPORT #2**

**A.**

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**B.** CISC 4900

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**Progress Made Thus Far:**

I have completed most of the back-end functionality of the program. I am relying primarily on the analyzer object to process audio data stored in the buffer object. That data is then turned into floating point numbers then passed to the coll object. I have decided to move away from incorporating Meapsoft—a beat analysis program, since there were not enough documentation/tutorials to fully maximize its use. Moving forward, I will solely use objects native to MAX/MSP to accomplish all goals. My program in its current form consists of a:

**buffer~:** reads in an audio file

**groove~**: converts an audio file into an audio signal

**analyzer (pitch, loudness, brightness, attack) ~:** analyzes the audio signal and gathers the pitch, note attack, loudness, and brightness. These values are shown as floats.

**average(int)~:** takes the average of the signal

**split (min, max) ~:** looks for a range of numbers and checks if input falls within range

**button~**: blink and sends a bang for ever transient detected

**zerox~:** detects transient in the signal

**coll~:** stores a collection of data

There are two major hurdles left for me to cross. The first being: finding a better way to detect an attack at varying thresholds throughout the audio signal. I have reached the conclusion that this doesn’t have to be perfect due to the unpredictability of audio. A close to perfect solution will suffice, which I am in the process of implementing and the degree of success will be included in my final report. Secondly, my goal since the beginning was to create a musical event after the program collects data from the audio signal. I must figure out what kind of musical event I would like to achieve once the data is collected. Do I want to give the user the ability to playback the values in different order? I am not100 percent sure on this and will spend the next few days sorting it out.

**Outline:** The program is based around audio detection and manipulation. Users can process any amount of audio signal and use this data to construct and trigger musical events.

*Supervisor Initial* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_