

Audio Analysis Framework for C# XNA Developers

Audio-driven development has never been easier!

Overview

To those that are not specialists in the area, audio analysis can seem a daunting subject. This is particularly the case when creating software which draws upon the subject. There are many frameworks available which aid in the development of audio-driven software, yet few that cater to those with a limited knowledge of audio analysis.

Aim

The aim of this project was to develop an audio analysis framework, specifically for implementation into C# XNA projects, which will enable developers with little to no understanding of audio analysis to develop audio-driven games.

The Solution

- A Fully functional audio analysis framework 🎵
- Real-time frequency band analysis 🎵
- 45 customisable methods provide the means for audio-driven software development 🎵
- Easily integrable into any C# XNA project 🎵
- Prior knowledge of audio analysis not required 🎵

Prototype Audio-Driven Game

A prototype audio-driven game was also developed, to demonstrate the capabilities of the audio analysis framework:

