

PJ1 编程实现音乐节奏或旋律的可视化

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编程语言

Java (使用Processing、Minim库)

开发工具

IntelliJ IDEA

项目文件夹可直接使用IntelliJ打开运行

程序说明

```
1  //使用外部库
2  import processing.core.PApplet;
3  import ddf.minim.AudioPlayer;
4  import ddf.minim.Minim;
5  import ddf.minim.analysis.FFT;
6
7  import java.io.File;
8
9  public class MusicVisualization extends PApplet{
10     private static String fileName;
11     private static boolean isLoaded = false;
12
13     //控制音频播放
14     private Minim minim;
15     private AudioPlayer player;
16     //对音频进行快速傅里叶变换
17     private FFT fft;
18
19     @Override
20     public void settings() {
21         size(512, 400, P3D);
22     }
23
24     @Override
25     public void setup() {
26         background(0x000000);
27         selectInput("请选择输入的音频文件: ", "loadFile");
28     }
29
30     /**
31      * 读入需要载入的音频文件
32      * @param file 用户选取的音频文件
33      */
34     public void loadFile(File file){
35         if(file == null){
36             println("No file selected. Exit. ");
```

```

37         exit();
38     }else{
39         fileName = file.getName();
40         println("User Select: " + file.getAbsolutePath());
41
42         //load file
43         minim = new Minim(this);
44         player = minim.loadFile(file.getAbsolutePath());
45         fft = new FFT(player.bufferSize(), player.sampleRate());
46         println(fileName + " is playing...");
47         isLoaded = true;
48         player.play();
49     }
50 }
51
52 @Override
53 public void stop(){
54     if(player != null){
55         player.close();
56         minim.stop();
57     }
58     super.stop();
59 }
60
61 @Override
62 public void draw() {
63     if(!isLoaded) return;
64
65     background(0x000000);
66     displayFileName();
67     drawWaveform();
68     drawFrequencySpectrum();
69 }
70
71 /**
72  * 在窗口中部显示文件名
73  */
74 public void displayFileName(){
75     fill(119, 119, 119);
76     textAlign(CENTER, CENTER);
77     textMode(SHAPE);
78     textSize(13);
79     text(fileName, width/2, height - 100);
80 }
81
82 /**
83  * 分别作出音频左右声道的波形图
84  */
85 public void drawWaveform(){
86     int circleX = width/2;
87     int circleY = 150;
88     float a = 0;
89     int slices = player.bufferSize();
90     float angle = (2 * PI) / slices;
91     for(int i = 0; i < slices - 1; i++){
92         // the left sound channel
93         float left_x1 = circleX +
94             cos(a) * (50 * player.left.get(i) + 75);

```

```

95         float left_y1 = circleY +
96             sin(a) * (50 * player.left.get(i) + 75);
97         float left_x2 = circleX +
98             cos(a + angle) * (50 * player.left.get(i + 1) + 75);
99         float left_y2 = circleY +
100             sin(a + angle) * (50 * player.left.get(i + 1) + 75);
101         // the right sound channel
102         float right_x1 = circleX +
103             cos(a) * (50 * player.right.get(i) + 75);
104         float right_y1 = circleY +
105             sin(a) * (50 * player.right.get(i) + 75);
106         float right_x2 = circleX +
107             cos(a + angle) * (50 * player.right.get(i + 1) + 75);
108         float right_y2 = circleY +
109             sin(a + angle) * (50 * player.right.get(i + 1) + 75);
110         a += angle;
111         // draw
112         stroke(0, 221, 119, 127);
113         line(left_x1, left_y1, left_x2, left_y2);
114         stroke(0, 187, 255, 127);
115         line(right_x1, right_y1, right_x2, right_y2);
116     }
117     noStroke();
118 }
119
120 /**
121  * 对音频作快速傅里叶变换，根据频谱作相应的柱形图
122  */
123 public void drawFrequencySpectrum(){
124     fft.forward(player.mix);
125
126     noStroke();
127     fill(238, 119, 0, 190);
128     for(int i = 0; i < width/4; i++){
129         float b = fft.getBand(i);
130         rect(i * 4, height - b, 4, b);
131     }
132 }
133
134 public static void main(String[] args){
135     PApplet.main(new String[] {"MusicVisualization"});
136 }
137 }
138

```

运行效果

