



DSP Final Report

↗ Assignment	
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In this project I developed an application to allow users to hear both names in the Laurel/Yanny an auditory illusion. I did this by creating multiple versions of the original sound with a pitch shift applied to highlight low and high frequency components of the sound. In the original sound, the two names can be heard playing at different pitches (frequencies). Yanny is generally a more high frequency sound, while Laurel is generally more low frequency. By playing the audio more quickly (increasing the overall frequency) Laurel can be heard more clearly, as Yanny is shifted further out of the audible range, and Laurel is shifted into the more audible range. The opposite holds for Yanny, where playing the audio more slowly (decreasing the overall frequency) results in a more audible Yanny sound.

My solution:

DSP Final Project

<https://dsp-laurel-yanny.herokuapp.com/>

