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Art 106 Section 01

November 2021

<p style="text-align:center">Proposal and Sketches</p>

For my final project, I want to showcase a different perspective of "audio visualization" in the way that my project will "draw" something based on the audio it hears. My project will contain the following components:

- Haptic motor controller (https://www.adafruit.com/product/2305)

  This will control the vibration motor so that it actually moves according to sound.

- Vibration motor (https://www.adafruit.com/product/1201)

  This will be the "hand" of the machine to draw something.

- Microphone amplifier (https://www.adafruit.com/product/1713)

  This will be used as the machine's "ears;" It will move accordingly to what it hears through this component.

- Gyroscope (https://smile.amazon.com/HiLetgo-MPU-6050-Accelerometer-Gyroscope-Converter/dp/B00LP25V1A/ref=sr_1_3?crid=3UCQK9GM9F4Y9&keywords=gyroscope+arduino&qid=1639722439&sprefix=gyroscope+arduino%2Caps%2C126&sr=8-3)

  This will be used as an aspect of how the "human" can interact with the machine. Depending on the orientation of the hardware, certain sounds (or melodies) will play. This then interacts with the other components in which the speaker will play

the sounds, the microphone will hear what sounds are played, then the motor

controller will tell the vibration motor how to move.

- Speaker

(https://smile.amazon.com/Yootop-Internal-Magnet-Loudspeaker-Speaker/dp/B07FMR5J

GX/ref=sr_1_5?crid=K46P78A1KP2M&keywords=speaker+8+ohm&qid=1639722302&

sprefix=speaker+8+ohm%2Caps%2C129&sr=8-5)

This will play the audio.