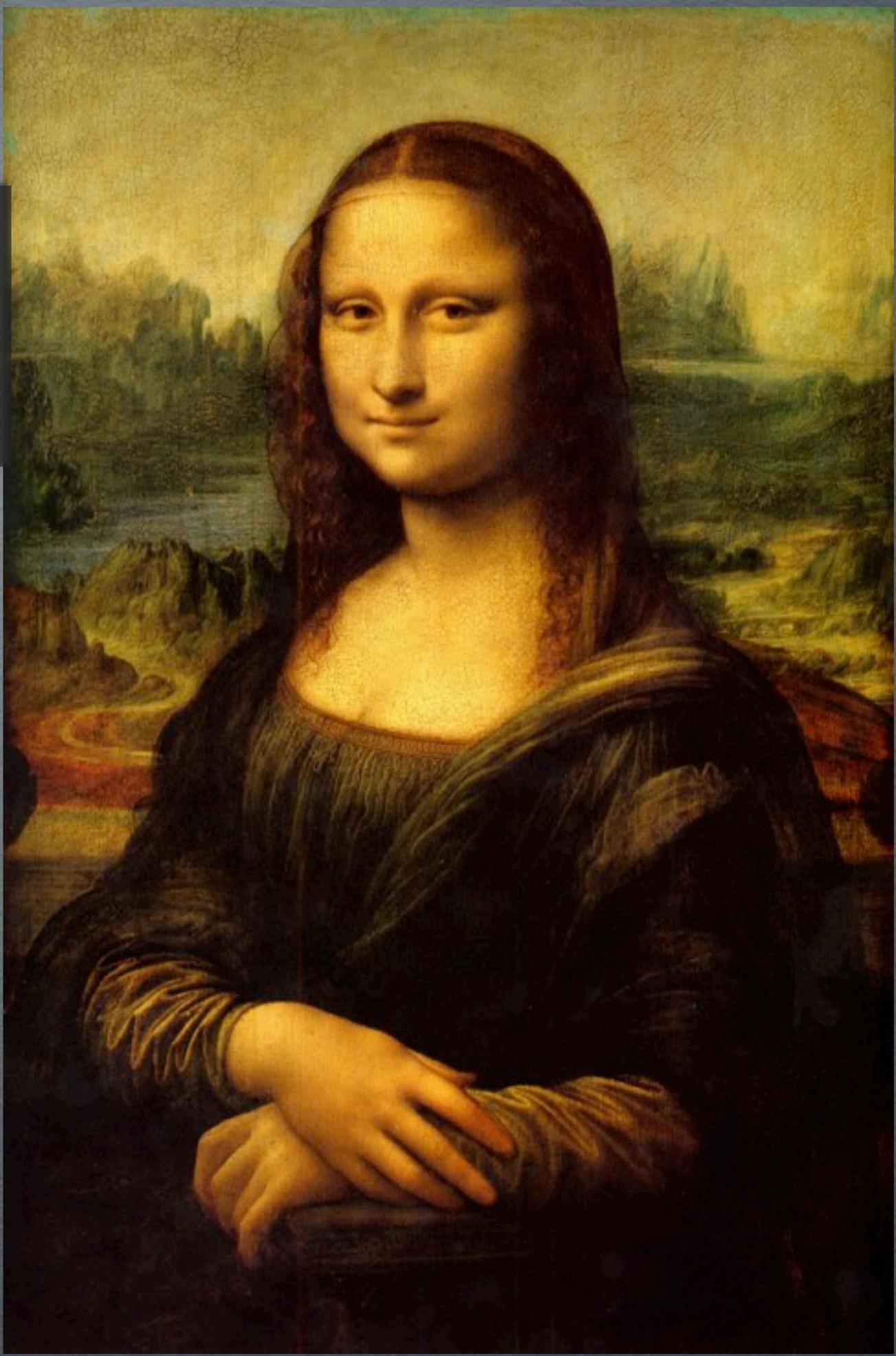


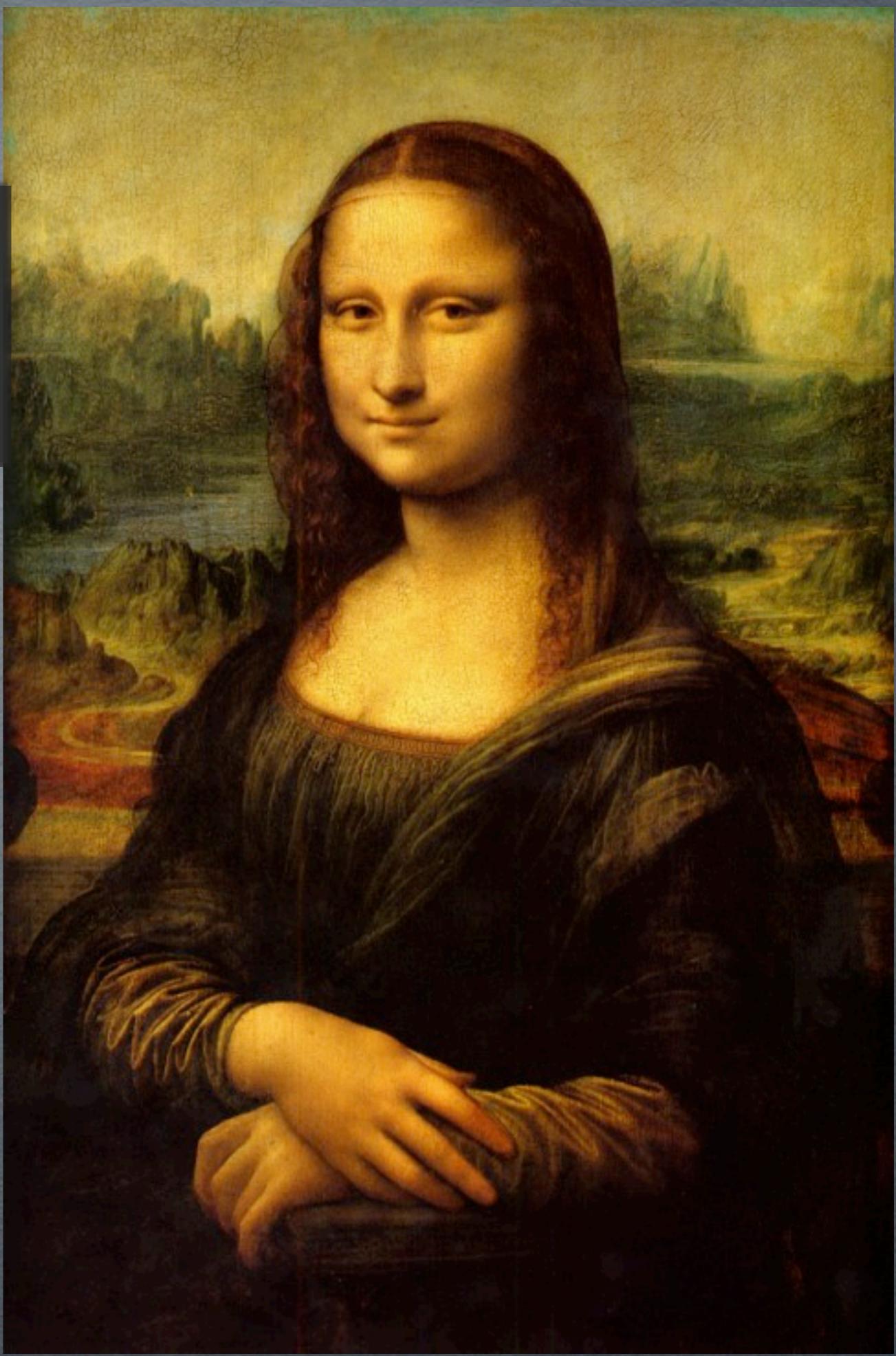
GROOVE CANVAS

IMAGE TO SOUND

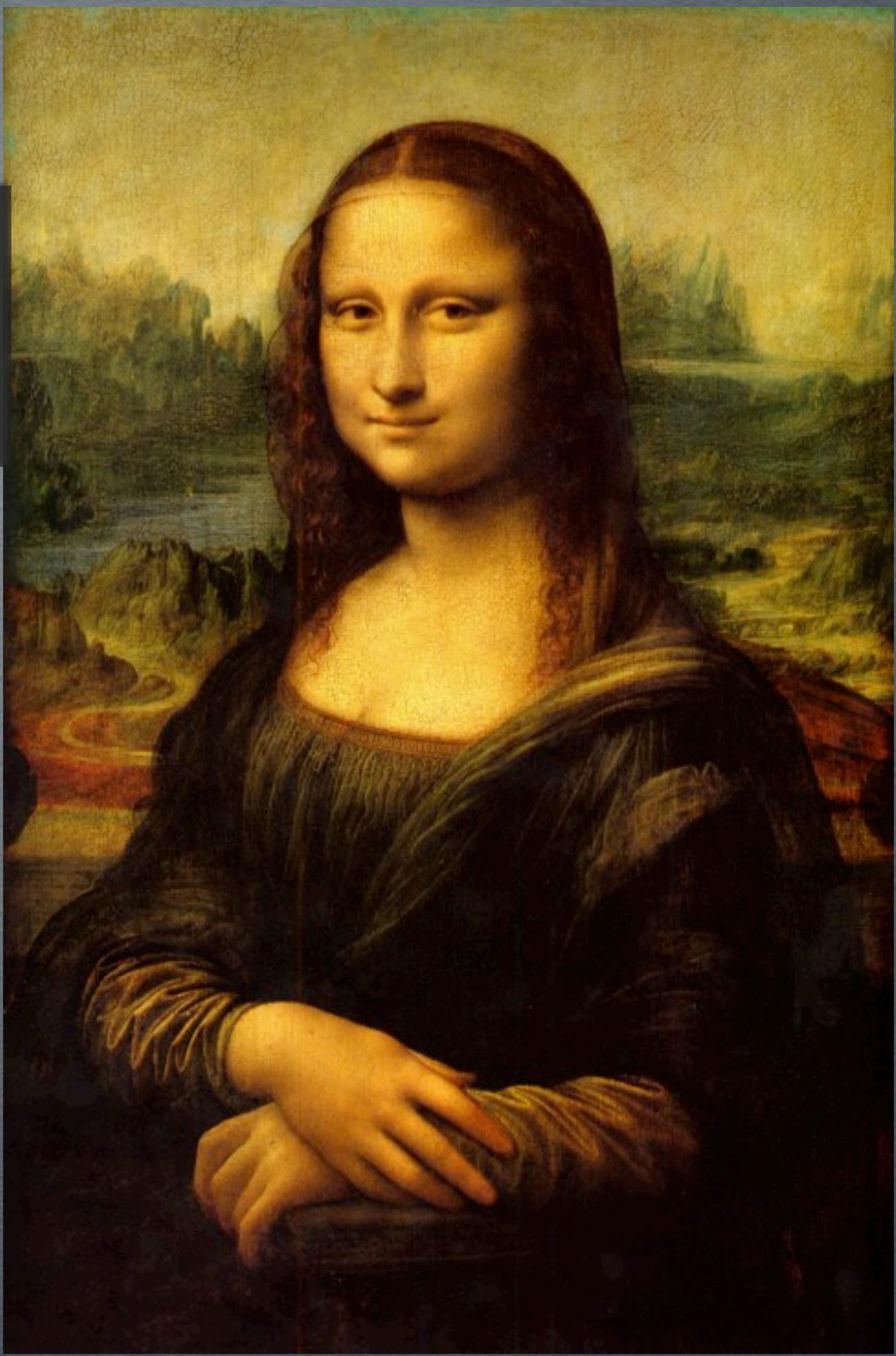
Is Mona Lisa Just Art?



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What did Von Gogh have in mind?



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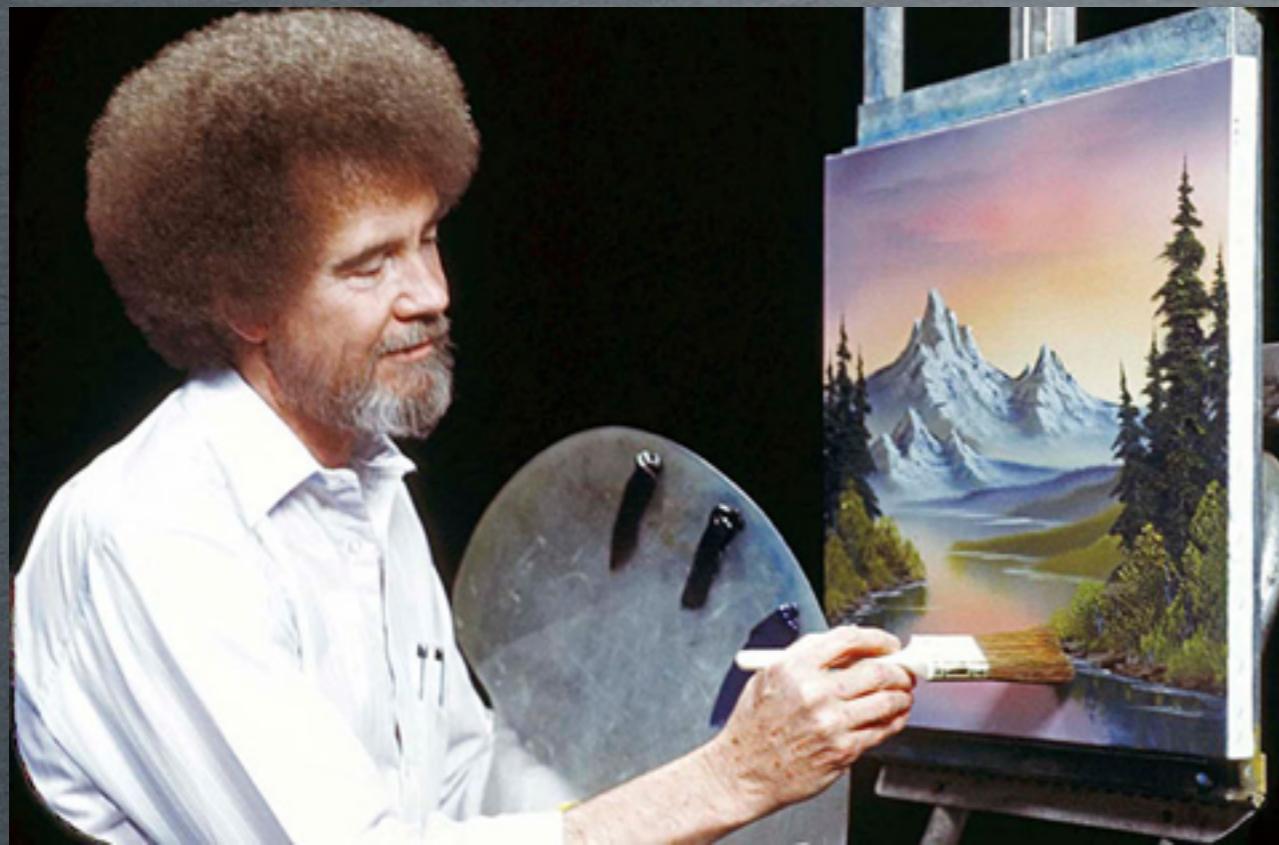


General Concept

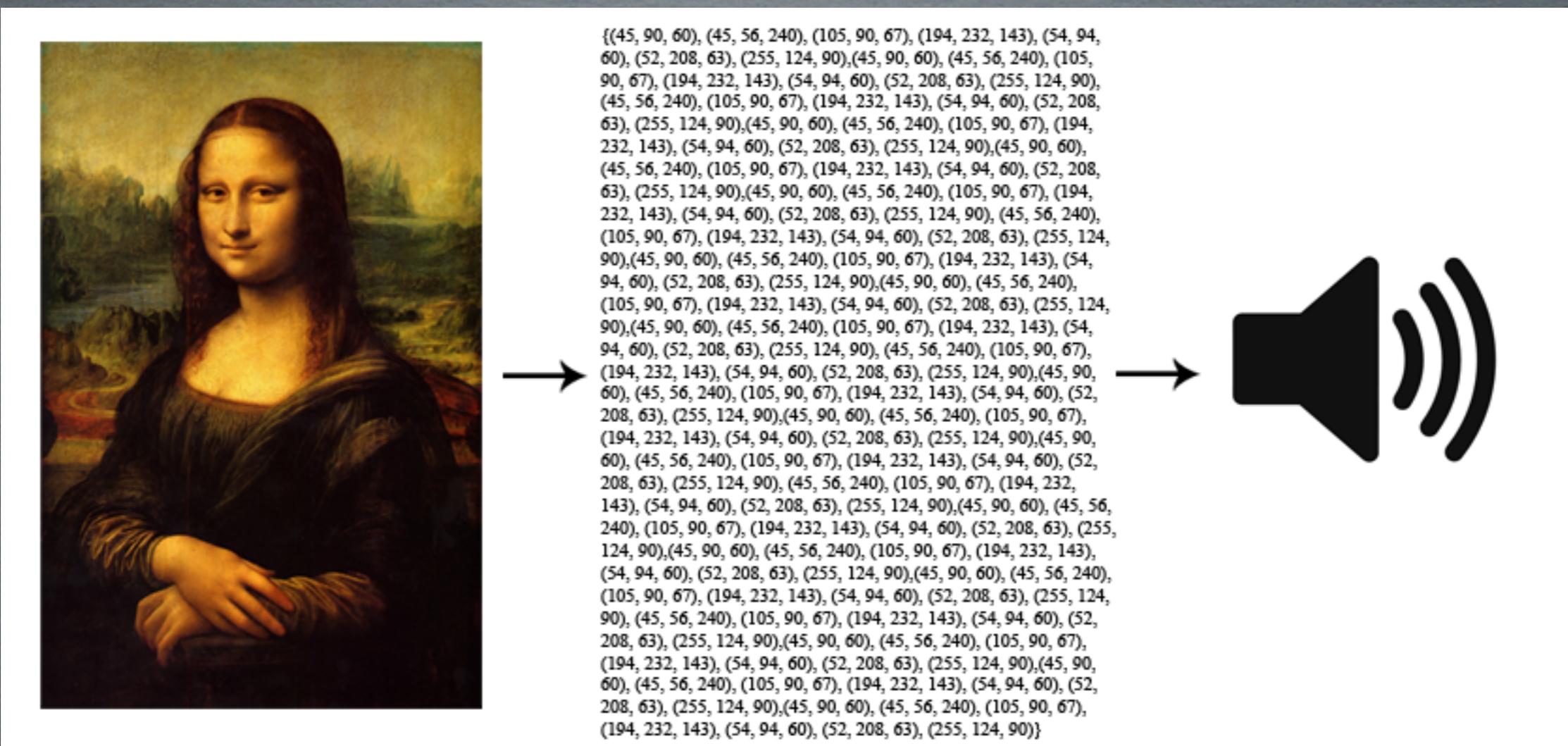
- Develop an application which given an image maps RGB pixel values to sounds, which can themselves be mapped onto more intricate musical structures such as scales.
- This idea aims to provide musical interpretations of famous works of art, or even everyday images such as family photos.
- Our other aim is to allow our output to be modifiable in order to give users the ability to personalize the final result.

Applications

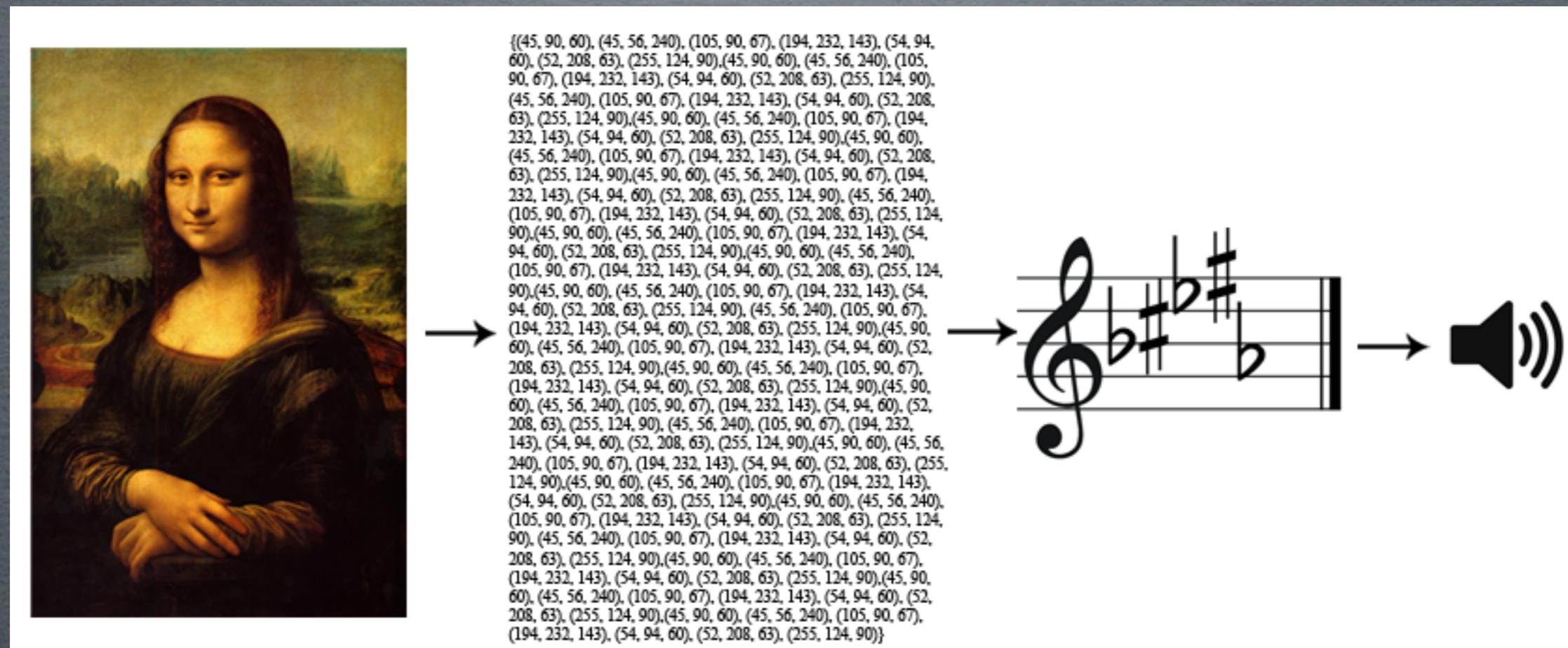
- Automatically provide accompanying music to a photo slideshow
- Open up possibilities for new audio-visual experiences, such as a combination between painting and DJing
- Create music for a mood by finding a photo that matches your imagination



Groove Canvas Phase 1

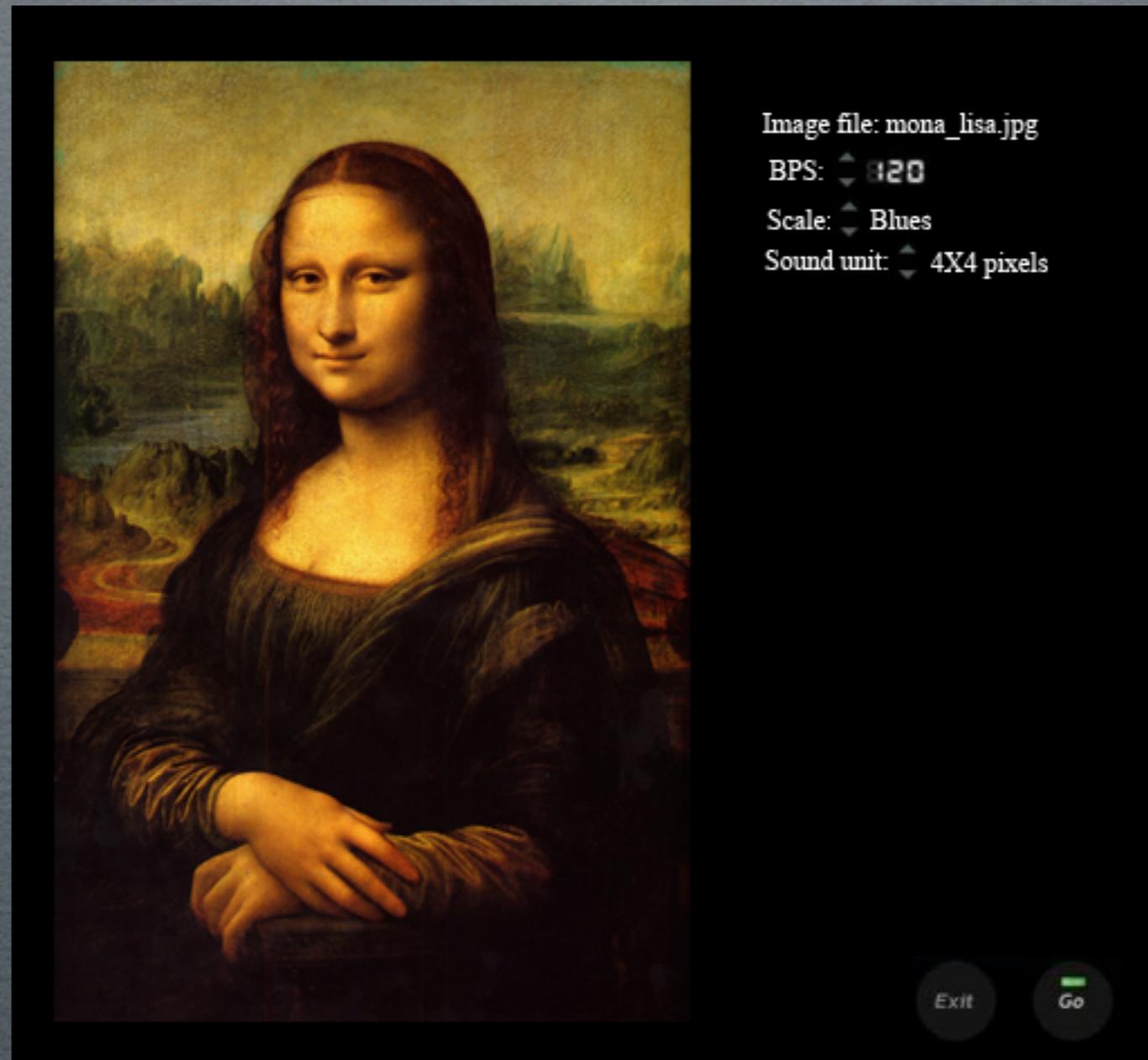


Groove Canvas Phase 2

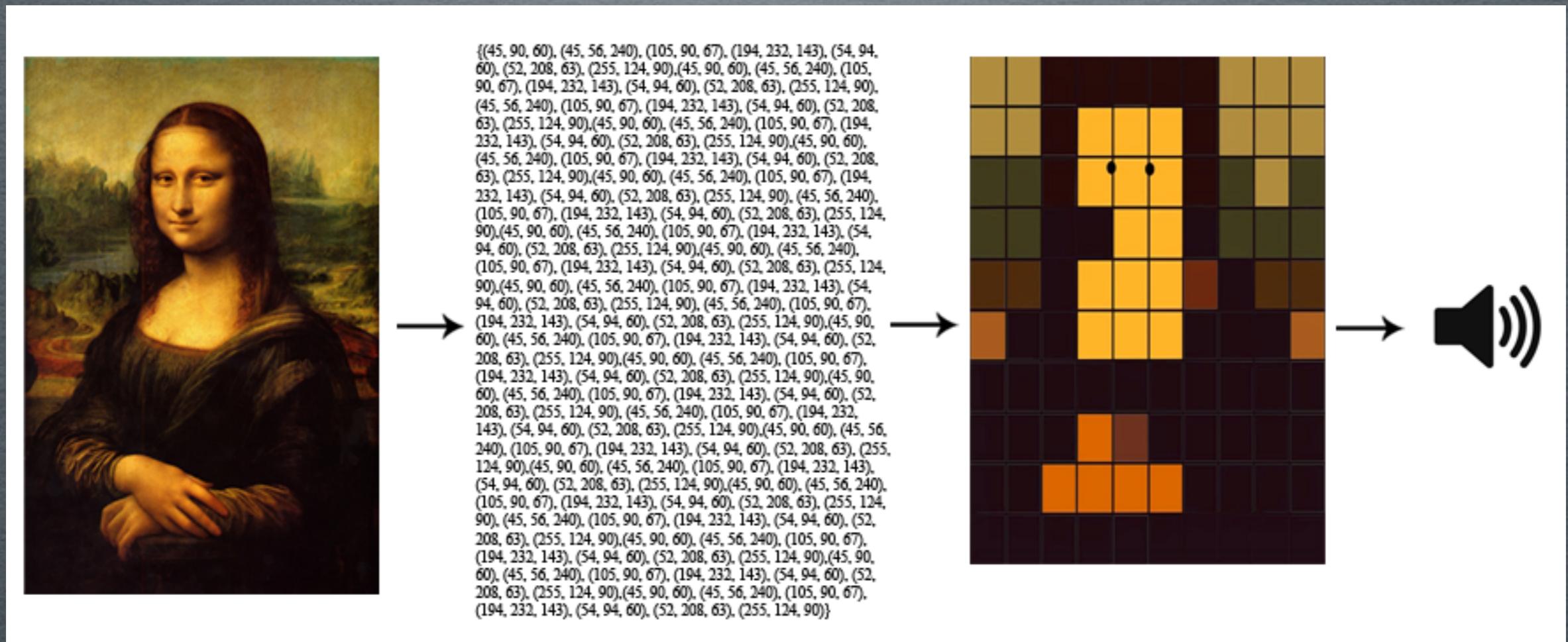


Groove Canvas Phase 2 - con't

- Example: Blues representation of the Mona Lisa



Groove Canvas Phase 3



Groove Canvas Phase 3 - con't

- Examples: Removing sections, adding custom sounds/instruments in order to create original and personal works.



Groove Canvas Phase 4

- Analyze areas of contrast in the image as opposed to individual squares, leading to less rigid sound structures
- Perform feature detection on the image to extract shapes such as lines and circles, transform those shapes into sounds
- Split the foreground and background into two separate tracks
- Create full songs by composing multiple images, letting each image play one track of the composition

Conclusion

- Art and music both elicit emotional reactions from people
- By finding new, innovative ways of bridging together these two mediums, we can trade effort away for more evocative performances