

Aurora's Reverb

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What Is Your Project?

- REVERB
 - Basically, it's adding a reverb to a sound file. It uses many lines of delay, and a low-pass filter that helps take out some of the higher frequencies.

Why This Project?

- Motivation: I basically just wanted to try my ability to add some kind of effect - and make the parameters changeable by the user.
- Inspirations: I used this classes (Akito's) original reverb file and built from there

How Does Your Project Work?

- My file - AurorasReverb.c - works in conjunction with LPF.c (so they need to be in the same file).
- You also need to have a mono wav file to run in the program.
- It's run from the terminal, and once you compile and run it, it will give instructions with the parameters you get to change

Demo Time!

- Let's go!

Advantage/What Works

- The reverb and low pass filter in and of themselves work.
- And they parameters are changeable, so the user can turn them way up or way down and play with it to change it up

Improvement/What Doesn't Work

- It works on a basic level, but the parameters could have even more control and options available

Future Implementation

- If I were to improve this further, I would
 - Make it so other file types also work (including .mp3, etc.)
 - Also make it so stereo files work
 - I'd have more parameters available for the user
 - And I'd probably have a more intuitive interface in the terminal, where you don't enter every single thing at once

Thanks!