AUDIO CONVERSION AND MANIPULATION

(AKA PROJECT AARDVARK)

Group members:

-Mike

-Chris

-Brendan

SUMMARY

- Group Introduction
- Repository review
- The Project
- Problems we ran into
- Final Product
- Conclusion

GROUP INTRODUCTION

- Brendan Nestor: International Trade and Finance Major
- Chris Irwin: Computer Science Major
- Mike Zielewski: Computer Science Major

- **Group Name**: Aardvarks Anonymous

- **Project Name**: Project Aardvark

REPOSITORY / WEBSITE

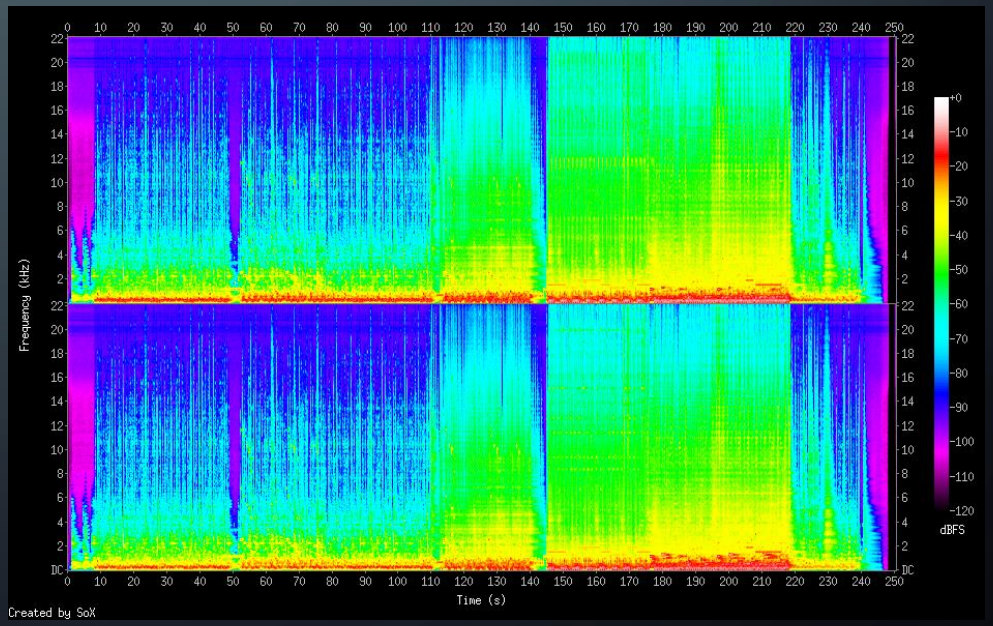
- GitHub

- Website

- Group log

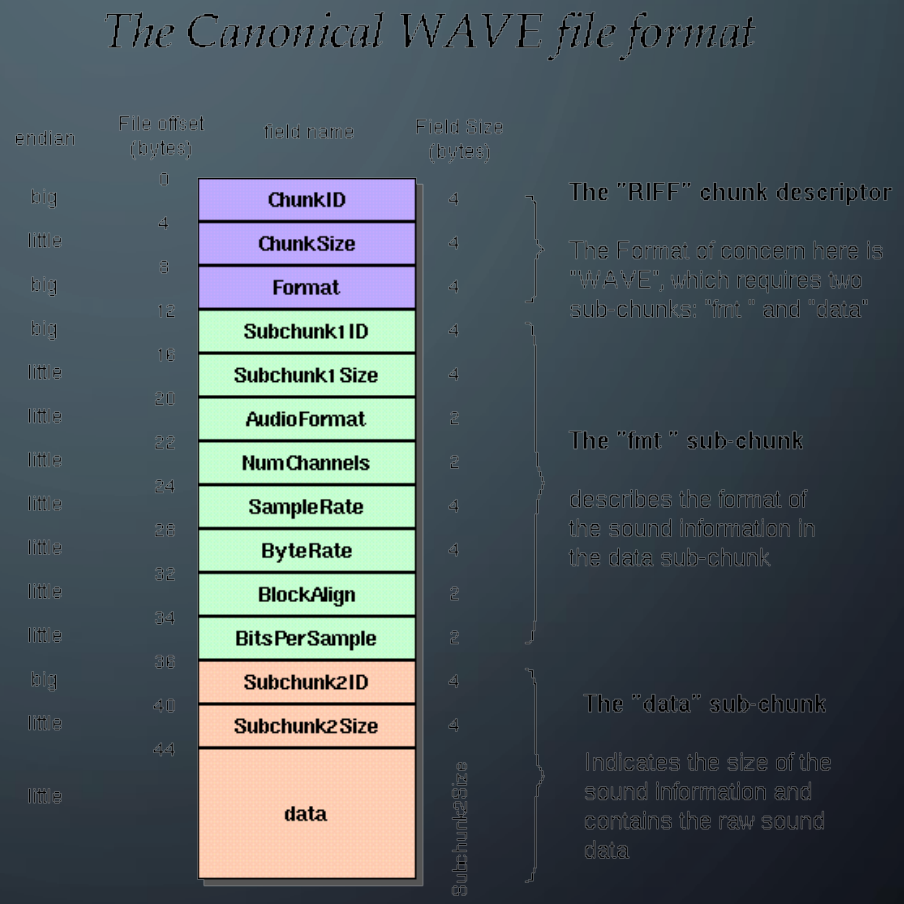
THE PROJECT

- The Original Idea
  - Develop audio program to manipulate audio data
  - Utilize Digital Signal Processing (DSP)
- The code
  - Decoding Wave files
  - FFT (Fast Fourier Transform) Algorithm
- Bash commands
  - Use of Bash script to execute commands in Linux



WAVE FILES

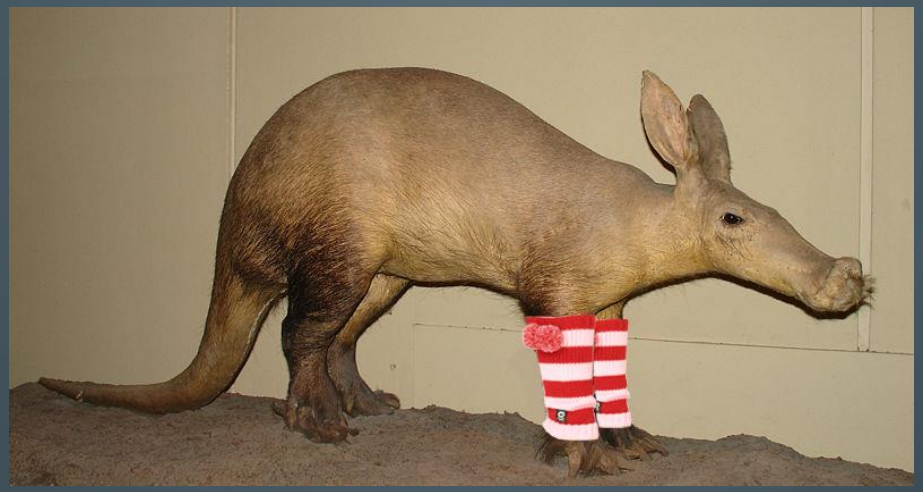
- Waveform Audio File Format
- Chunks of data



PROBLEMS WE RAN INTO

- Understanding and implementation of researched source code
- Discovering complexity of Java libraries
  - Jtransforms
  - tritonus
- Building a GUI with limited Java experience
  - JavaFX
- Creating website other than GitHub Wiki page
- Bash Scripting
  - Decimals in Bash

SOX



- $sox [FILENAME] –n stat
- $sox normalize-audio –a [INSERT AMPLITUDE] [FILENAME]
- $sox [FILENAME] –n spectrogram

CONCLUSION

- What we learned
  - Team work
  - Researching
  - Utilization of Linux and repositories

THE END!

- We love you and thanks for all the cheese.
- http://www.reocities.com/TimesSquare/Dungeon/1561/core.htm