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

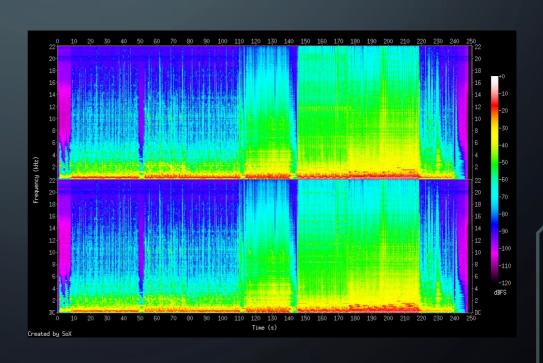
. GitHub

• Website



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 FileFormat
- Chunks of data

The Canonical WAVE file format



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.ht

