

Project Proposal for Audio Sampling Application

Team Members:

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Project Goals

Create and run an interactive Application that allows the user to perform functions common to commercial audio sampling and editing software.

Project Execution

1. To pause/play and stop audio files, such files will first need to be imported into the workspace of the app. This will be accomplished by using the open function and the uigetfile function to add the audio file into the workspace. If an audio file is already in the display, then the file will open in the next display until all files are loaded or there is no more space left in the app. When playing back samples, each sample displayed will have a “Select Audio” button that needs to be pressed in order for it to be played. Essentially acting as a “mute” button, any sample NOT selected will not be affected by the user’s actions when using the play/pause and stop button. This select button also applies to the editing window.
2. After having the audio file in the workspace, the user will have an editing option. After selecting that option, the user will see their sample in an editing window where they will be able to choose the function they want to perform at the sample. These functions will add different effects to the sample, such as speed up, delay, change tone, reverse,

chopping audio and remove the singer's voice. This will be mostly accomplished by sliders to choose the extent of the speed up, delay, tone change, etc.

3. When the editing option is chosen, the user will be able to play the new sample from the editing window. If the chosen effect is the one desired by the user, they will have the option to save the new sample to the sample window.
4. Using a multiple button group, the user will be able to select a tone, choose the frequency by moving the slider and then press play to hear the tone.

Appendix

Project Roles:

Caleb: Audio File input and Pause/Play/Stop buttons and display

Eduardo: Effects and Sample Modification and Chopping

Feixiong: Tone Generation and GUI organization

All members will collaborate in creating the GUI and their respective parts

Timeline:

Monday(9th): Meet up and put code into GUI and debug

Tues-Thurs: Finish debugging and produce video