**Voice Dolorifuge 9000TM**

Aim

Our aim was to create a voice changer that is simple and straight forward to use, unlike other video editing programs such as iMovie, Adobe Premiere, and many more.

Motivation

The idea of designing and creating a voice changer app comes from our childhood. We always used a voice changer to disguise ourselves when we played online games. Lots of voice changers were missing some of the features that we think will make people laugh even more. The main reason why we chose this topic was because we wanted to challenge ourselves by working with audio that was not taught in the course, and we didn’t know initially that it could be done in the first place using MATLAB.

Challenges

It was a very unfortunate Christmas break as we both had surgeries. This has resulted in a very limited amount of time for our group project. Having only two people in our team and both being unable to work for 3 weeks wasn’t the best possible combination. Furthermore, there was not a lot of help on YouTube on how to work with audio in MATLAB, and most of the videos were too advanced.

Results

After lots of hard work we’ve been able to achieve our aim, and create an app that can easily change an individual’s voice. Our app is equipped with an audio speed, amplitude, and bits-per-sample control tools as well as a toggleable octave filter option. If somebody wants to take this to the next level, they can use our hidden feature by clicking the play button multiple times in quick succession – find out for yourself.

Voice Dolorifuge 9000 is very easy to use. First of all, a duration must be set in the top left corner, then the “Record” button should be pressed. The app will start recording the voice of an individual and will then save the recording automatically. The next step is to set the speed, bits-per-sample, and volume to the required positions using the knobs, along with a possible option of an octave filter. After everything is set, by pressing the “Play” button the app will start playing an individual’s modified recording.

% Allocation

Artem = 50 %

Ivan = 50 %