

# AET 5895 Homework 2

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## Audio Software Development

Due: March 7th, 2023

### 1 JUCE GRAPHICAL USER INTERFACE

For this assignment, you are continuing the project proposed in Homework 1. For this assignment, you will be starting a JUCE audio plug-in version of the project. You should include the graphical user interface objects for your proposed effect.

At this point in the semester, you should be able to work with most of the interface objects for common plug-ins. Therefore, your grade for the homework assignment will primarily be based on programming the GUI objects appropriately for your project. You should be intentional about choosing which parameters to include on the interface and programming their range of values. When in doubt, use a popular plug-in as an example. Each interface object should be connected to a public variable in the PluginProcessor.

You may also want to start programming the back-end processing of the effect, based on what we have covered from class. This isn't a necessary part of the assignment for your grade, but will be part of Homework 3.

**Git Repository:** During the process of developing your plug-in, maintain a git repository within the project folder. Make regular commits for individual features of the project. A part of your grade for the assignment will include having a git log of commits.

### 2 SUBMISSION

There are two options for submitting your assignment. 1) Create a compressed zip folder of the files you are submitting: xxxxx\_HW2.zip, where xxxxx is your last name. Email the zip file to: eric.tarr@belmont.edu before class on March 7th. Please delete the "Builds" folder before submission. 2) If your project is stored on a Github Repository, you may just send me to the link to the webpage.