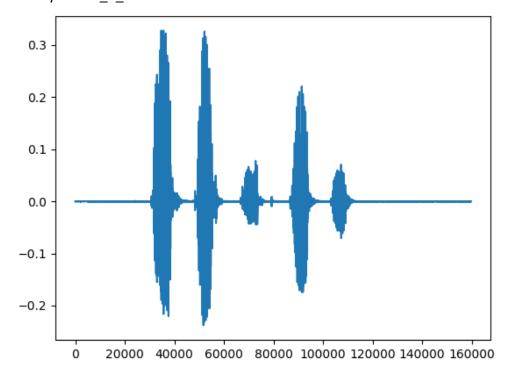
Instrukcja 10 - Analiza audio: Część pierwsza - proste parametry

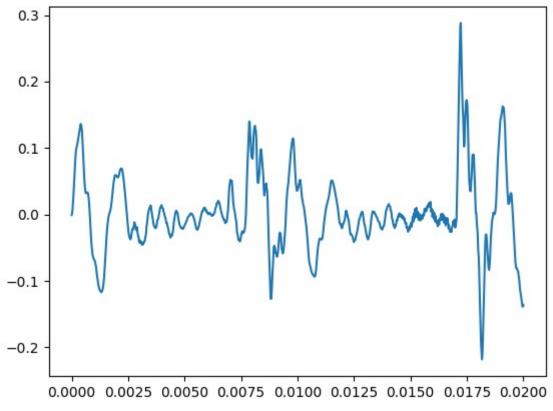
1. Baza dźwięków

50764_1_0.wav	wtorek o 21:46	Piotr Jastrzębski
50764_1_1.wav	wtorek o 21:46	Piotr Jastrzębski
50764_1_2.wav	wtorek o 21:46	Piotr Jastrzębski
50764_2_0.wav	wtorek o 21:46	Piotr Jastrzębski
50764_2_1.wav	wtorek o 21:46	Piotr Jastrzębski
50764_2_2.wav	wtorek o 21:46	Piotr Jastrzębski
50764_3_0.wav	wtorek o 21:46	Piotr Jastrzębski
50764_3_1.wav	wtorek o 21:46	Piotr Jastrzębski
50764_3_2.wav	wtorek o 21:46	Piotr Jastrzębski

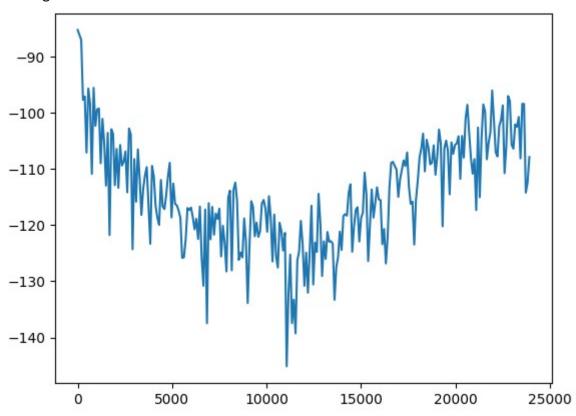
2. Dźwięk bazowy 50764_1_0.wav



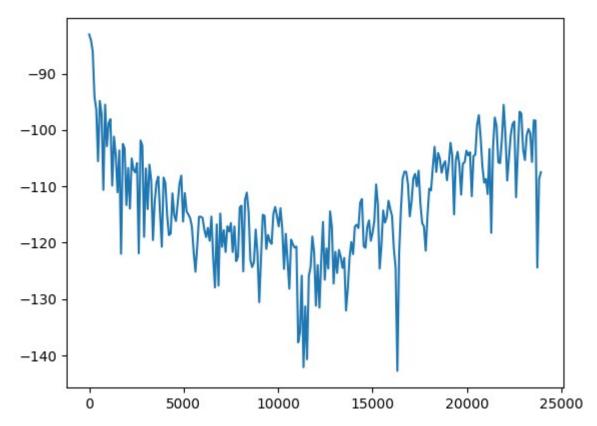
Wybrana ramka od próbki 35000 – litera "A":



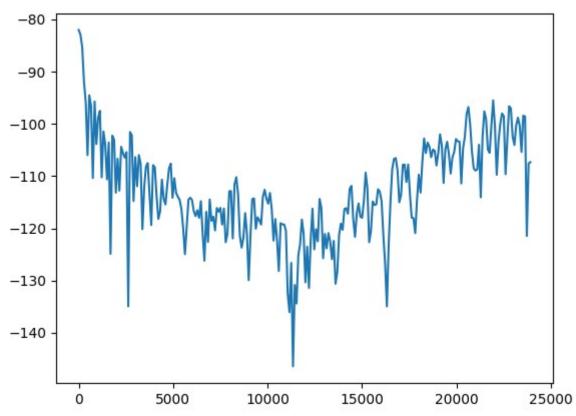
a) hamming



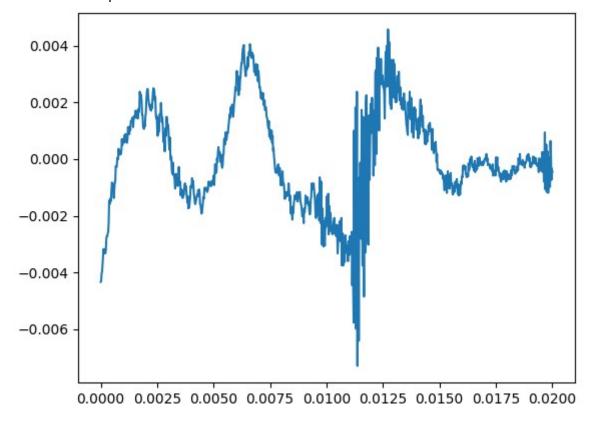
b) blackman



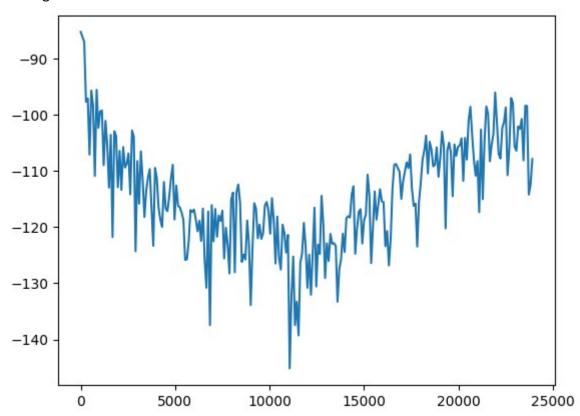
c) blackmanharris



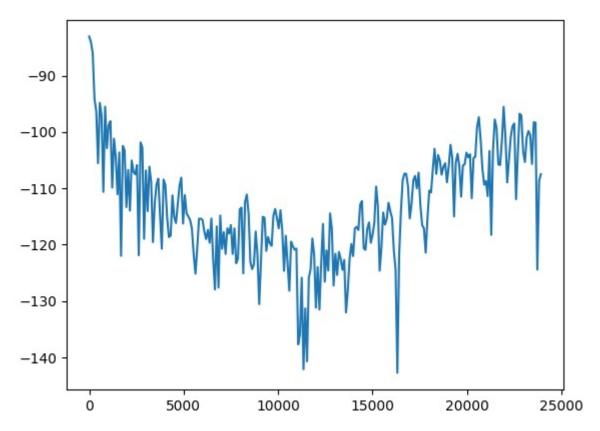
Wybrana ramka od próbki 52000 – litera "O":



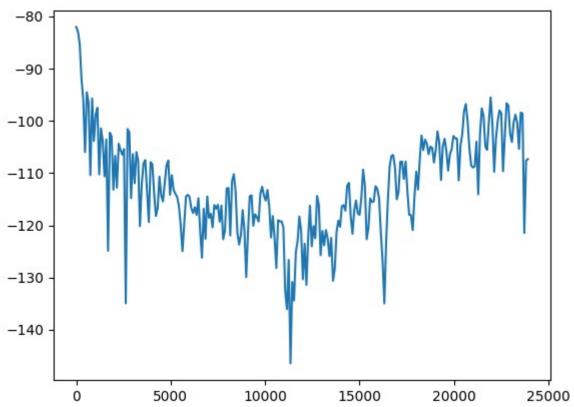
a) humming



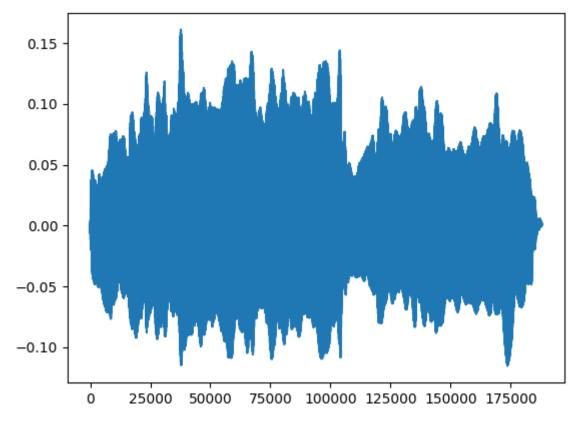
b) blackman



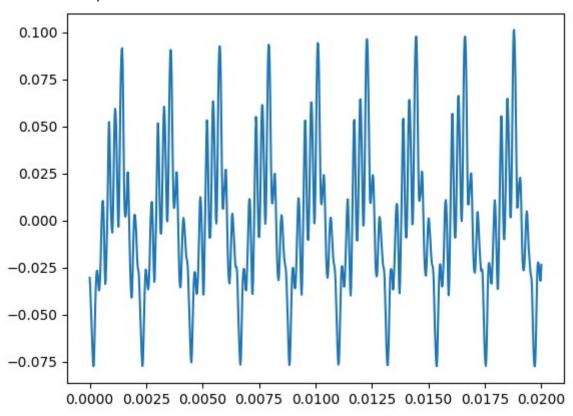
c) blackmanharris



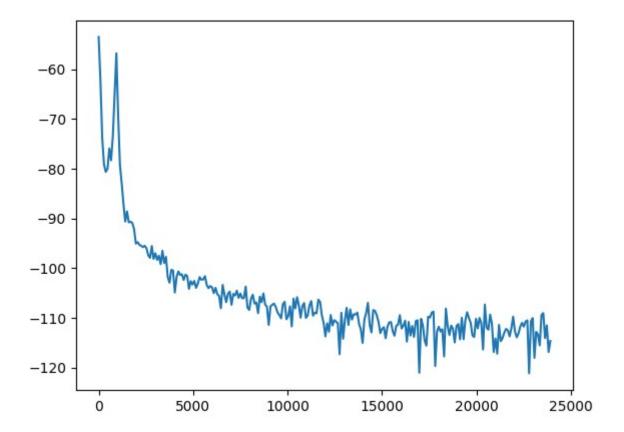
Dźwięk bazowy sing_medium1.wav



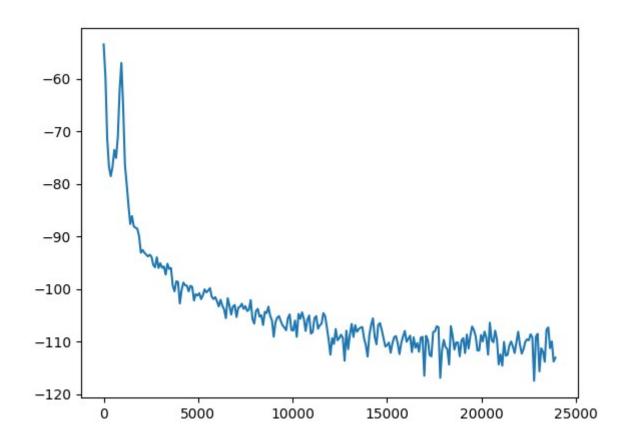
Wybrana ramka od próbki 40000:



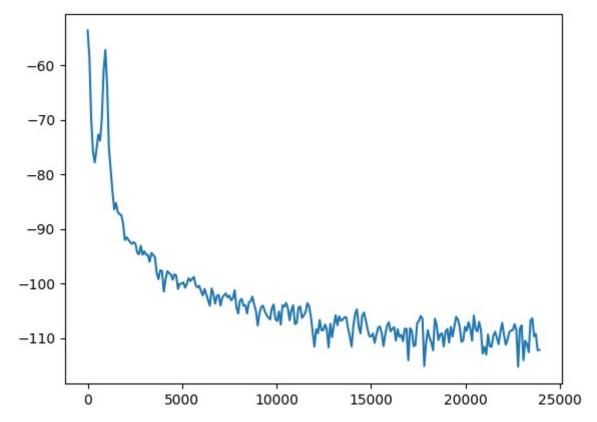
a) humming



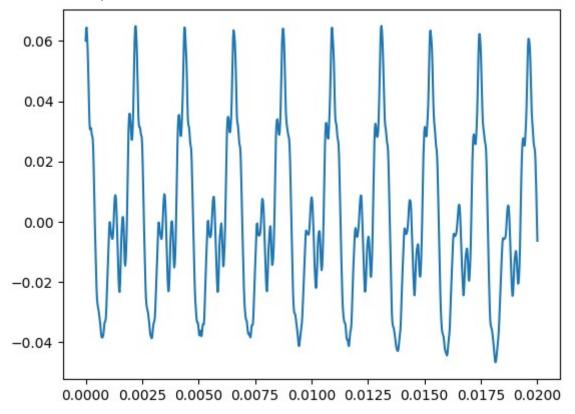
b) blackman



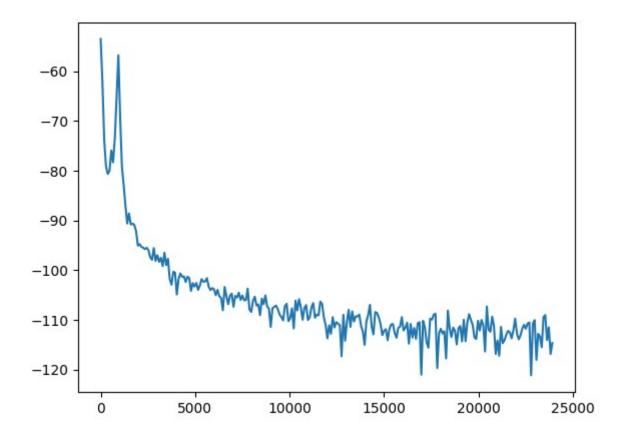
c) blackmanharris



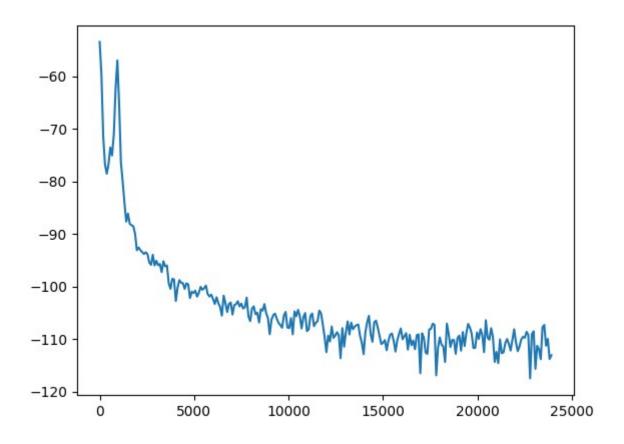
Wybrana ramka od próbki 94000:



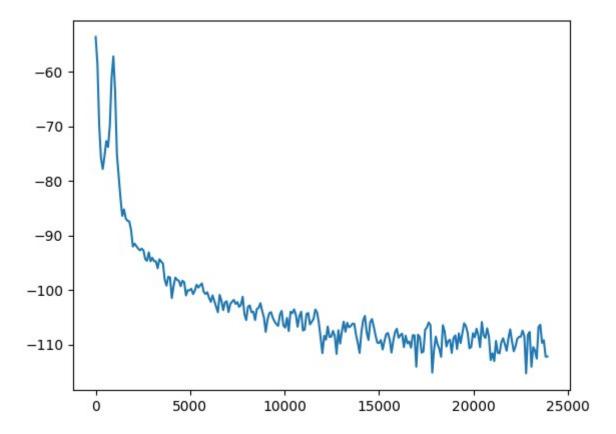
a) humming



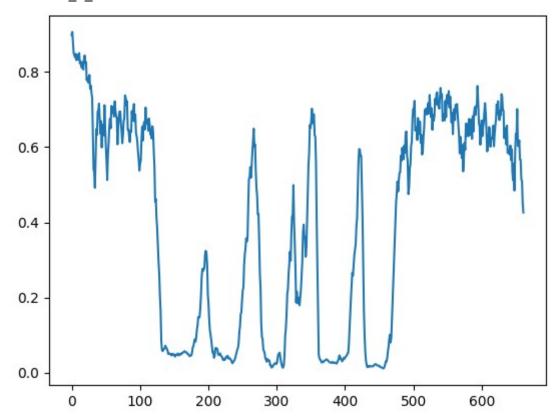
b) blackman



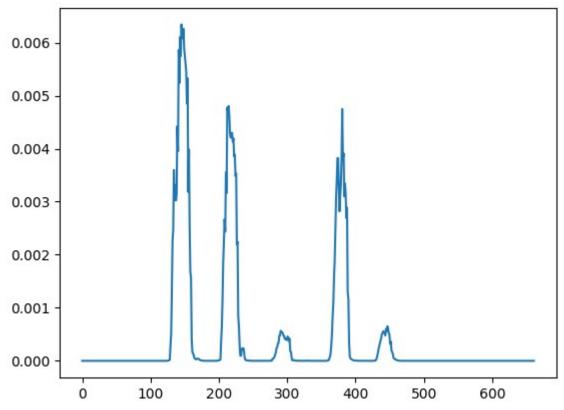
c) blackmanharris



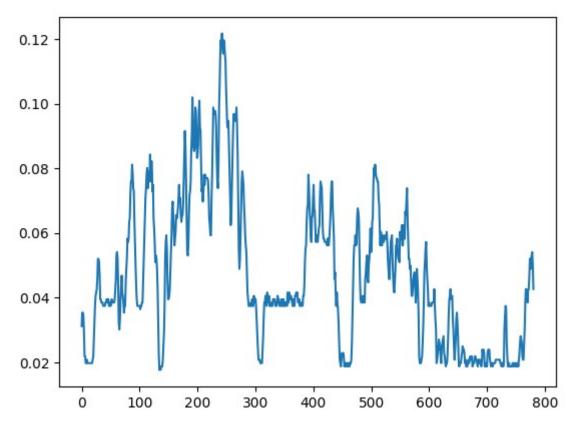
3. zcr, energy a) zcr dla 50764_1_0.wav







c) zcr dla sing_medium1.wav



d) energy dla sing_medium1.wave

