## **Project Title:**

Audio2Art: Transforming voice prompts into visual creations using transformers

### **Team Name:**

Team Code\_Crusaders

### **Team Members:**

- P. Jahnavi
- R. Sharanya
- Nausheen Haque
- T. Sanketha
- B. Nandhini Reddy

## **Phase-1: Brainstorming & Ideation**

## **Objective:**

To Develop an Al-powered platform that seamlessly converts audio files into visually captivating artwork, which empowers creators, musicians, and artists to visualize their sounds in innovative ways, enhancing creativity and self-expression.

## **Key Points:**

#### 1. Problem Statement:

- Audio2Art is an advanced project powered by cutting-edge AI technology and transformer models designed to convert audio prompts into stunning visual representations.
- This innovative system bridges the gap between auditory and visual experiences, providing users with the ability to generate images from voice descriptions effortlessly.
- Audio2Art is versatile and can be utilized across various scenarios, offering creative solutions tailored to different user needs.

#### 2. Proposed Solution:

- Audio2Art allows users to generate unique artworks by simply providing a voice description.
- Leveraging the power of transformers, Audio2Art can interpret complex language and context to produce detailed and accurate images.

#### 3. Target Users:

- Artists & Designers Generate unique visuals inspired by sound for digital and print media.
- Musicians & Producers Create stunning artwork for album covers, music videos, and promotional content.
- Podcasters & Voice Artists Turn spoken words into artistic visuals for branding and marketing.
- Content Creators & Streamers Enhance videos and live streams with Algenerated sound-based visuals.
- Event Organizers & DJs Design immersive visuals that sync with live performances.

#### 4. Expected Outcome:

- Al-Generated Visuals from Audio A seamless platform that transforms sound into unique, high-quality artwork.
- Creative & User-Friendly Experience An intuitive interface enabling artists, musicians, and creators to generate stunning visuals effortlessly.

## **Phase-2: Requirement Analysis**

## **Objective:**

To Define the technical and functional requirements for the Audio2Art.

### **Key Points:**

#### 1. Technical Requirements:

Programming Language: Python

Backend: Diffusion for Image Recognition, Web Speech API

Frontend: HTML, CSS, JavaScript

#### 2. Functional Requirements:

- Al-Based Artwork Generation The system converts sound into visually appealing art.
- Multiple Art Styles Users can select different artistic styles for customization.

- User Dashboard Login, track generated artworks, and download high-resolution images.
- Share & Export Options Allow users to download or share generated artwork.

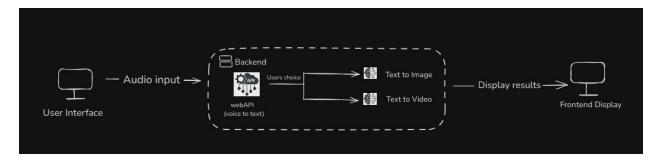
#### 3. Constraints & Challenges:

- Real-Time Processing Achieving fast Al inference without performance issues
- Quality & Accuracy Ensuring Al-generated visuals align meaningfully with the audio.
- Scalability Handling large audio files and multiple users without lag.

## **Phase-3: Project Design**

### **Objective:**

To Develop the architecture and user flow of the application.



### **Key Points:**

#### 1. System Architecture:

- User records an audio via the UI.
- The backend processes the audio and extracts features (spectrogram, frequency, etc.).
- Al model generates artwork based on extracted audio patterns.
- The frontend displays the Al-generated artwork

#### 2. User Flow:

- Step 1: User uploads an audio file and selects an art style.
- Step 2: The backend processes the audio, extracts features and sends it to the Al model.
- Step 3: The AI model generates a unique artwork based on the audio input.

- Step 4: The frontend displays the AI-generated artwork with customization options.
- Step 5: User can download, share, or save the artwork to their profile.

#### 3. UI/UX Considerations:

- o **Minimalist, Al-driven design** A clean, intuitive interface for effortless navigation.
- **Real-time preview** Instant display of Al-generated artwork.
- o **Dark & light mode** Enhanced user experience for different preferences.

# **Phase-4: Project Planning (Agile Methodologies)**

## **Objective:**

Break down development tasks for efficient completion.

Sprint	Task	Priority	Duration	Deadline	Assigned To	Dependencies	Expected Outcome
Sprint 1	Audio to Text conversion	• Medium	2 hours (Day 1)	End of Day	Nandhini & Sanketha	Web-speech-api, SpeechRecogniti on	Convert audio input into text
Sprint 1	Frontend UI Development	Medium	2 hours (Day 1)	End of Day 1	Nausheen & Nandhini	Html,css , javascript	Basic UI with input fields
Sprint 2	Text to Image & Video generation	<ul><li>High</li></ul>	5 hours (Day 2)	Mid-Day 1	Sharanya & Jahnavi	Diffusion and Stable Diffusion	Search functionality with filters
Sprint 2	Error Handling & Debugging	<ul><li>High</li></ul>	1.5 hours (Day 2)	End of-Day 2	Sharanya & Jahnavi	UI inputs	Improved API stability
Sprint 3	Testing&UI Enhancements	 Medium	1.5 hours (Day 2)	Mid-Day 2	Sanketha & Nausheen	Interface response,UI layout completed	Responsive UI, better user experience
Sprint 3	Final Presentation & Deployment	• Low	1 hour (Day 2)	End of Day 2	Entire Team	Working prototype	Demo-ready project

## **Sprint Planning with Priorities**

Sprint 1 – Audio to Text conversion (Day 1)

- ( Medium Priority) SpeechRecognition
- ( High Priority) Integrate Web-speech-api,
- ( Medium Priority) Build a basic UI with input fields.

### Sprint 2 – Core Features & Debugging (Day 2)

- ( High Priority) Implement models for text to image &video generation.
- ( High Priority) Debug API issues & handle integration issues.

### Sprint 3 – Testing, Enhancements & Submission (Day 2)

- ( Medium Priority) Test responses, refine UI, & fix UI bugs.
- ( Low Priority) Final demo preparation & deployment.

## **Phase-5: Project Development**

### **Objective:**

To Implement core features of the Audio2Art.

### **Key Points:**

- 1. Technology Stack Used:
  - Frontend: HTML, CSS, JavaScript
  - Backend: Diffusion for Image Recognition, Web Speech API
  - Programming Language: Python
- 2. Development Process:
  - Build Al & Backend Implement Al models for audio-to-art conversion
  - Develop Frontend & Features Design an intuitive UI, enable multiple art styles, and implement user authentication & dashboard.
  - Optimize & Deploy Enhance AI processing speed, add download/sharing options

#### 3. Challenges & Fixes:

Challenge: Real-Time Processing Delays.
Fix: Optimize AI models, use GPU acceleration, and implement efficient caching mechanisms.

Challenge: Ensuring High-Quality & Relevant Artwork.
Fix: Train AI on diverse datasets, fine-tune models, and allow user style selection for better customization.

# **Phase-6: Functional & Performance Testing**

## **Objective:**

Ensure that the AutoSage App works as expected.

Test Case ID	Category	Test Scenario	Expected Outcome	Status	Tester
	Functional	Convert an audio clip into	The system should generate a relavent	_	
TC-001	Testing	an image	image	✓ Passed	Sanketha
TC-002	Functional Testing	Process different audio formats (MP3,WAV,OGG)	All supported formats should be processed	Passed	Nausheen
TC-003	Performance Testing	Image generation time under 5 seconds	The system generate image quickly.		Nandhini
TC-004	Bug Fixes & Improvements	Fix incorrect image outputs for noisy audio	The generated image should match the audio theme.	Fixed	Jahnavi
TC-005	Final Validation	Ensure UI works on both mobile &desktop	UI should be responsive.	➤ Failed - UI broken on mobile	Sharanya
TC-006	Deployment Testing	Deploy the app with a text- to-video feature	The app should be accessible online		DevOps