Project Objectives

- Create the audio effects library which allows the user to apply a selected effect at the input audio file and generate it as an output.
- It needs to be able to read input file and create an output file
- It needs to be intuitive for the users
- It will be implemented in Python language, version 3.6
- The management of the project will be performed with the use of Kanban board

- The project will be expanding an exampolary solution provided by Dolby - it will implement audio effect processing to the existing basic application
- Implemented effects will include time-domain processing (delay, FIR filters etc.) and frequency-domain processing (FIR filter, band equalizer etc.). It is expected to provide only a few filters of a type.
- The base application will be connected with audio effects functions in order to create complete signal path.
- No database will be created during this project. Input and output files will be read from and saved to predefined directory on local drive.