



# AMBIREAD

B A C K G R O U N D M U S I C G E N E R A T O R

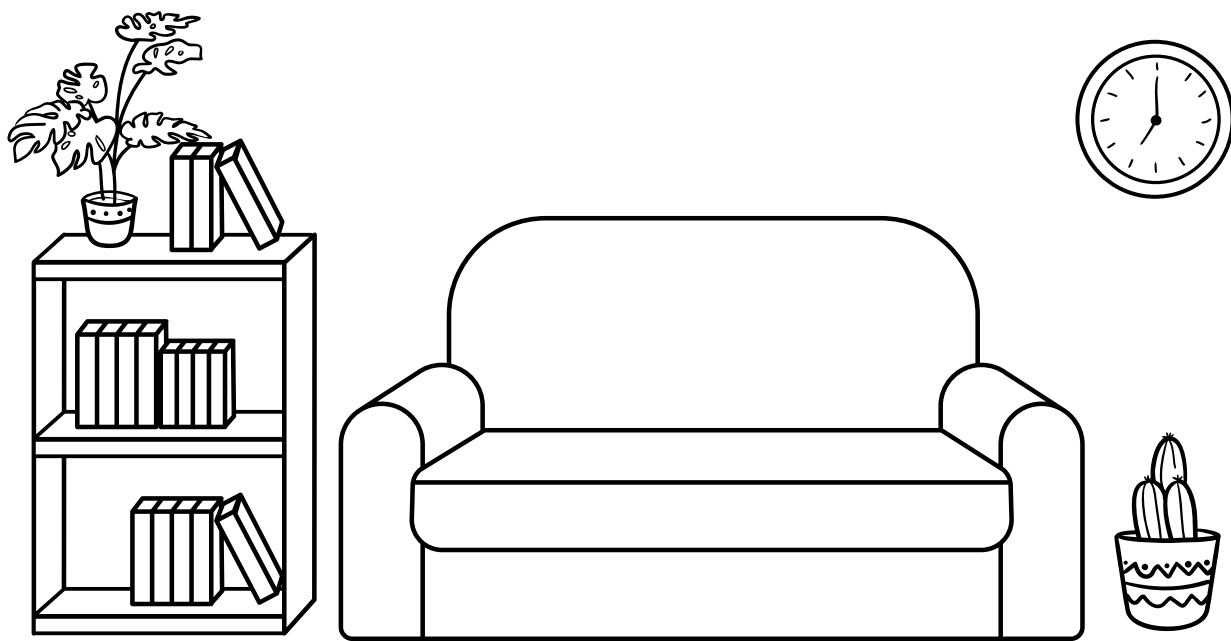
MICHAEL BUHOLZER

H S L U

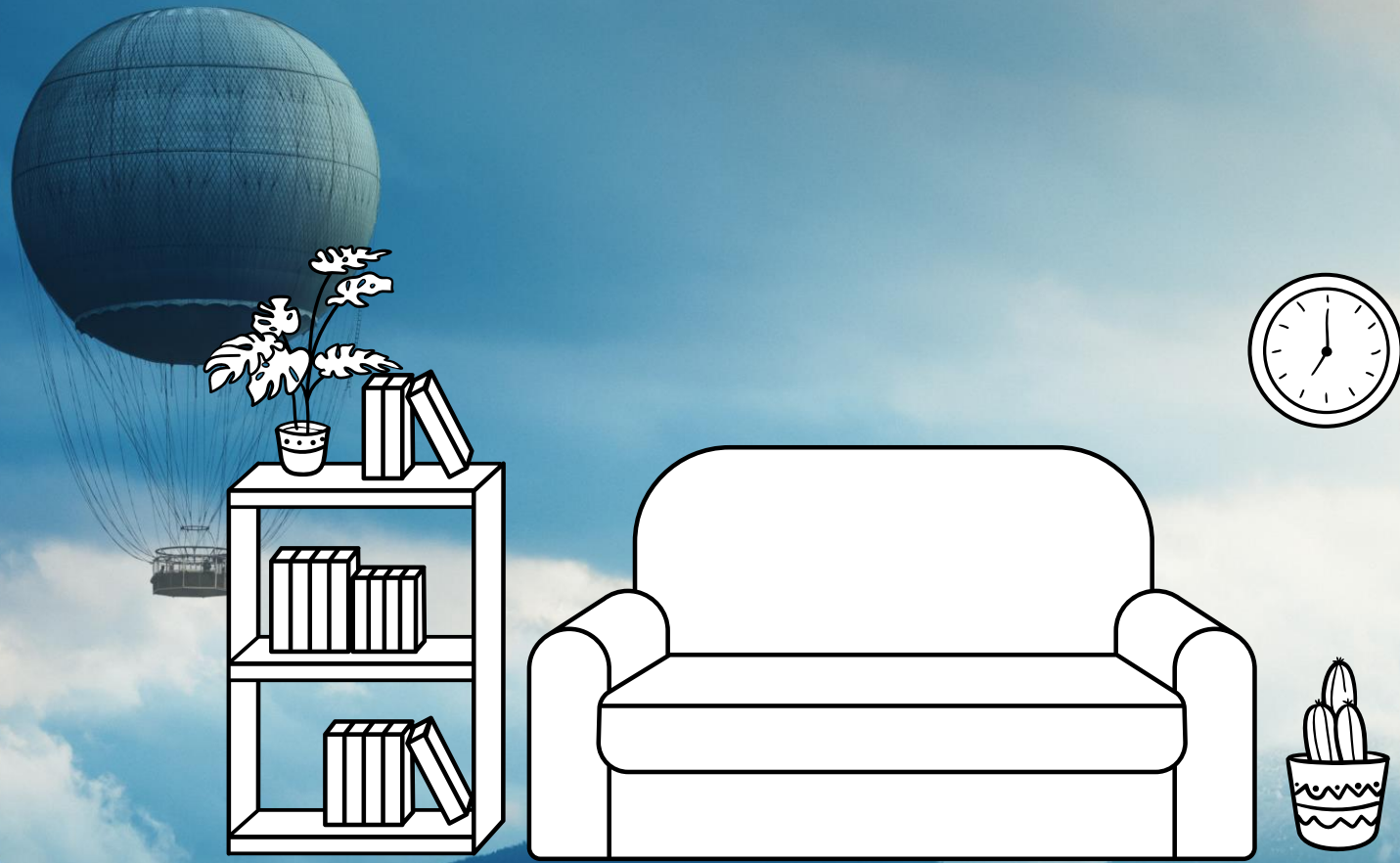
DIGCRE HS24



# ● Basic Idea



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# ○ Overview



## Story

Once, in a quaint town with cobblestone streets and friendly neighbors, there lived a young woman named Clara. She worked at the local library, a charming building that smelled of old books and fresh coffee. Clara enjoyed the quiet rhythm of her days,



## Outline

Per paragraph/page

Mood: Calm, ordinary  
Setting: A quaint town, local library  
Cultural Context: Modern, small-town life  
Character Theme: Clara's routine and contentment with her simple life  
Narrative Arc: Introduction of

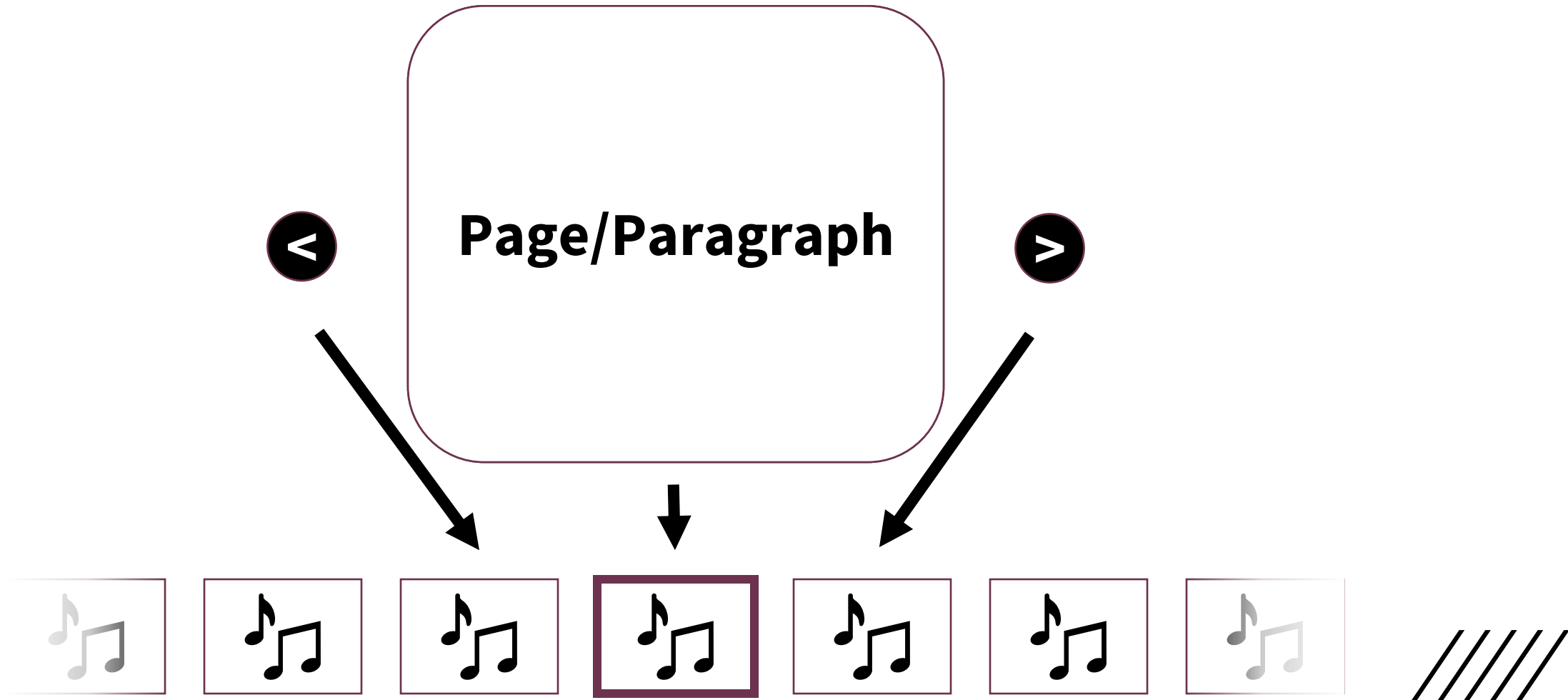


## Music

Audio file for each paragraph/page



- Overview



# Challenges



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Initial idea with scrolling text container turned out quite difficult

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Time to generate audio can exceed reading time

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Trying to make audio loops unnoticable






**D E M O**



# What's next?

- Finalising User Interface
  - Documentation
  - Add changes based on feedback
  - Cleanup code
  - Maybe add «loading sound» to play music quicker and more stories with a story selector
- 





**TRY IT OUT  
YOURSELF!**

[HTTPS://GITHUB.COM/MITHYB/DIGCRE](https://github.com/mithyb/digcre)