Music 158A Final Project Proposal

My idea for the final project was a voice/audio input control of sample playback in order to recreate all kinds of sounds. Depending on what sample we choose to playback, what kind of audio we choose to live input, and what presets we use, we can manipulate the timbre and pitch of the playback to output final sounds that imitate anything from overdriven guitar to a full choir. Although still in progress, I want to figure out a way to extract pitch and timbre information from the audio input and the sample so I can modify/tune the sample to specific pitches or tonal quality, especially for imitating a choir or any kind of singing voices. Harmonicity would be a good factor to work with as well, though this may be more controlled by the sample being replayed. A more ambitious extension of this project, if I have time, would be to modify it to work directly with modifying the audio input to create something akin to a voice changer but with a very large sonic range depending on the inputs.

Teammate: Ryssa Malibiran