MULTIMEDIA ALGORITHM IMPLEMENTATION

MVP 1 – WEEK 15

Project plan

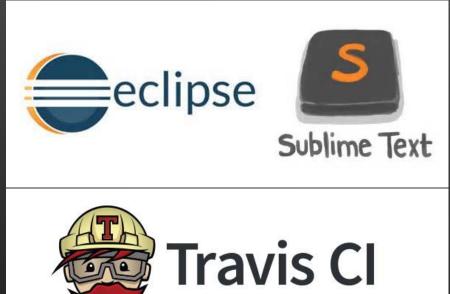
Tomas STRAND
Candice PERSIL

Supported OS



Windows 10





Åbo Akademi

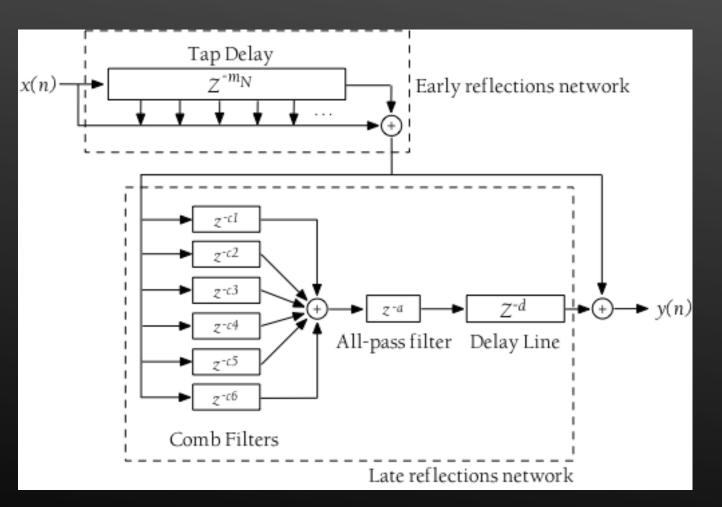


INTERFACE DESCRIPTION

RESEARCH

- □ Schroeder reverberators
 - SATREV -> comb filters into all pass filters
 - 2. JCREV -> all pass filters into comb filters
- Moorer improvement of schroeder design
- □ How to create a reverb
- □ Different types of reverbs
- Modifiable parameters





BASE ALGORITHM



THE MOORER DESIGN

- Tapped delay line for early reflections
- A 1st order low-pass filter in the feedback loop of the 6 comb filters for absorption effects of air.



KEY FACTS FOR IMPLEMENTATION

- Type of artificial reverberation -> Delay networks
 - Simulated using delay lines, filters and feedback connections
- Use of feedback loop around the structure -> more natural decay
- More comb filters > more better reverberation
- Different decay times for left and right for a more natural sound

Meetings to gather individual work

Weeks	Mon	Tue	We	Thu	Fri	Sat	Sun
14		7pm- 9pm		6pm-10pm	3pm- 5pm		
15	presentation	5pm- 7pm		12pm-2pm			
16	presentation	5pm- 7pm		12pm-2pm			
17	presentation	5pm- 7pm		12pm-2pm			
18	presentation	5pm- 7pm		12pm-2pm			
19	presentation	5pm- 7pm		final presentation			



SCHEDULE

Internal due dates for tasks

SCHEDULE

Week	s Mon	Tue	We	Thu	Fri
14		>Research		>Research >Interface description >Base algorithm	> Organisation
15	>Make Travis upload release presentation	>Play processed audio >Read audio file >Shroeder implementation		>Make Travis build >Total Moorer implementation	
16	presentation	>Implement control parameters in algorithm		>Add CLI with control parameters >Algorithm improvements	
17	presentation	>Play audiofile >Save processed audio to file		>Make algorithm real- time >Trigger playback by UI	
18	presentation	Finalisation of the project		Preparation of the presentation	
19	presentation		Submit project online? 10.5.2017	final presentation	



