**1.Inroduction :**

Music plays very important role inhancing an indivisual’s

Life as it an important medium of entertainment for music lovers and listners. In today’s world ,with ever increases advancement in the field of multimedia and technology,various music players have been developed with feauters like fast forward,reverse,variable playback speed(seek,time and including volume modulation,gerne classification etc.

Although these features satisfy the users basic requirements yet the user has to face the task of manually browsing through playlist of songs and select songs based on current mood and behavior .Project Emo player (an emotion based music player)is a novel approach that helps the user to automatically plays songs based on the emotions of the user.

It recognizes the facial emotions of the user and plays the songs according to their emotions .the emotions are recognized using a machine learning method Support

Vector Machine(SVCM)algorithm .The human face is an important organ of an indivisual body and emotion state.The

Webcamp captures the images of the user.It then extract the facial feauters of the user from the captured image .Facial expressions categorized into tow:

1.Smiling

2.Not Smilling

**1.2 Abtstract of projects:-**

This project Emo music player (an emotion based music player)is an novel approach that helps the user.It recognized the facial emotions of the users and plays the song according to their emotion .

The emotions are using machine learning method Support Vector Machine (SVM)algorithm .

It finds an optimal boundary between possible outputs .

The training database which used in Olivetti faces which contain 400 faces and its desired value and parameters.

The webcamp captures the image of the user .it then extract the facial feauter of the user from the captured image .

The training process involves initializing some random values for say smilling and not smilling of our model,predict the output with those values,then compare it with the model’s prediction and then adjust the values .so that they match the predictions that were made previously.

**1.3 Problem defination :-**

Using traditional music player ,a user had to manualy browse through his playlist and select song according to his mood and his experience.In today’s world ,with ever increasing advancement in the field of multimedia and technology ,various music player has been developed feauters like fast forward , reverse variavle playback speed (seek and time compression ),local playback with multicast stream and including volume modulation ,genre classification etc.

1.4 Aims and Objective:-

1. To create Emotion based music Player for people who likes to listen to music as per their mood.

2. Motion Senses in Music system .

3. Database Connectivity.

1.5 Scope:-

Facial expressions are greater indicator of th state of a mind of a person .indeed the most natural way to express.

Emotion through Facial Exprresions. Human tend to link the music they listen to emotion they are feeling . The song playlist through are, at times too large to short out automatically.

It would be helpful if the music player was “Smart enough”.

Emotion the person is feeling. The project sets out to use various techniques for an emotions rcognizing system, analyzing the impacts of different techniques used.

1.6 Benefits:-

1. Unlimited number of users.
2. Automatically play song based on the emotions of the user.
3. Act as a plugin for websites.
4. Recommending for youtube .
5. Smart TV.
6. Personal Assistant .