

Project Title: Auralization of the visual world

Project Team: Clark Della Silva, Adam Suhl, Gabriel Karpman

Project Description: The goal of this project is to produce a system that produces some form of audio representation for the visual world. The system will take a video input, process it, and use various aspects of the data to control a music synthesis system. The visual field will be split into a number of vertical channels, and each channel will be processed independently. Then the results of processing these channels will be fed to a sequencer that will send information to the audio system one channel at a time, as well as implement recording and playback options. The information output by the sequencer will then be fed into a multi-channel audio synthesizer where the number of oscillators, pitch, harmonic content, waveform, and amplitude of the sound will be determined by the processed video data.