

Found Sound Recorder – Collector Devices (2/2)

Status:	Filled
Group Members:	Kevin Chohan, Kyle Cheung, Duncan Losin, Navjot Chahal, Arsh Grewal.
Sponsor(s):	Madkey Solutions Inc.
Supervisor(s):	Amr Marzouk, Ph.D., P.Eng.

Project Description

Background

Audio engineering is no longer a labour-intensive task and has increased in popularity with the rise of the internet and the growth in both enabling technologies and electronic music generation. The sharing and distribution of small audio files has become a new norm and several companies have successful business models based on providing basic sound and music samples. Artists can now select from hundreds of thousands of sound options to be used in creative art and music production.

One source of sound for music production is called '*found sound*', that generally refers to sounds drawn from the environment or common objects that are not normally considered particularly "musical" in nature. The majority of found sound sampling is conducted today using traditional field recorders, smartphones, or other portable devices. There is a large number of '*sonic artists*' -

traditional sound
Digital Audio W

"To make use of "found sound" in music is to see the world as a giving, creative force, characterising music as an organic and inevitable part of our lives."

Proposed Device Design Specifications

Multiple smart sensors capable of datalogging the captured signal

The smart sensors would ideally be capable of simultaneously transmitting data to a main processor (e.g. smartphone)

Battery operated or AC powered

Capable of connecting to the cloud via Wifi or Cellular internet connection¹

ors wo6 (t) 0.5 (f6 (ar (t)-6.6 (he)10.r)C2