

Status: Filled

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### 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 these sounds are collected by 'sonic artists' who have been using various alternative 'maker like' technology to collect sound waves from organic and non-organic things like house plants, the ocean etc. This type of found sound sampling lacks user friendly systems that enable sonic elements to be collected from non-traditional sources and then immediately and easily manipulated (without having to transfer to a Digital Audio Workstation 'DAW' software like Ableton Live, Logic Pro X, Pro Tools, Cubase).

"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."

#### Scope

This project would deliver multiple 'plug and play' smart sensors that enable the user to collect

<sup>1</sup> Assistance with smartphone application development will be provided by Madkey Solutions resources.

