Soundoodle

This project explores on Image generation system through environmental sounds. Sound is recorded in a timeframe through the system's microphone and classified within 521 types of sounds with help of machine learning.Dynamaia compositions made out of hand drawn vectors is seen as output.

VISION

The task given was to reimagine how images can be generated in a daily life scenario.Design & music seemed like an interesting hemisphere to explore possibilities and were always a big influence personally.The vision of this project was to build a system that reimagines everyday sounds into dynamic and unique compositions.

PROCESS

```
// Classifying sounds in real time and matching images relating
function readRecordingFile() {
  let recordingSounds = readRecordingFile().replace(".tar",".txt");
  if (Sounds.length > 0) {
    let lastSound = Sounds[Sounds.length - 1];

    if(Sounds.indexOf(lastSound) >= 0
      && lastSound != "silence"
      && lastSound != "background_noise"
      && lastSound != "unknown"
      && lastSound != "speech"
      && lastSound != "Speech"
      && lastSound != "Speech 0.00"
      && lastSound != "Speech 0.01"
      && lastSound != "Speech 0.02"
      && lastSound != "Speech 0.03"
      && lastSound != "Speech 0.04"
      && lastSound != "Speech 0.05"
      && lastSound != "Speech 0.06"
      && lastSound != "Speech 0.07"
      && lastSound != "Speech
```