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### Term Project Proposal

For our final project, we would like to propose an extension of Audacity that implements sample browsing, searching, and fetching, tagging, and submitting, from freesound.org into the audacity application, using the freesound API, in order to facilitate the quicker and easier use of samples in audacity. We'll be working from the Audacity source code, and from one of the two available freesound API's:

- <http://tabasco.upf.edu/media/docs/api/>
- <http://www.freesound.org/mootcher.php>

We'll experiment and investigate these more if the project is approved.

For the interim report, we'll deliver a mockup of the final extension made in Max MSP, as well as a proof-of-concept for the API usage, to show that we understand and can program the functionality we desire to implement. For the final project submission, we will deliver the finished Audacity extension, with full functionality, allowing a user to create sounds in audacity and put them onto freesound through the application, as well as browse available sounds and import them in.

Instead of a final composition, we'd like to use this implementation, (along a possible additional graphical front-end) to create an interactive sonic installation, instead of a final composition. We'll place speakers in the four corners of room, and put a computer running our code in the center. Listeners experiencing the installation will be able to dynamically affect the sonic canvas, by entering a word into the computer, which will use our extension (and a combination of Nyquist and Audacity) to find a sample tagged with that word, and bring it into the soundscape, where it will exist for a time,

before decaying and fading out. It's possible that we could also program a smartphone application to send words to the computer, so that multiple users could be interacting with the installation at once.

In order to show this as part of the concert, we were thinking of setting up a station near the entrance where audience members could enter words as they enter into the space, and then the generated soundscape could be played later in the evening, or perhaps as ambient house sound before the concert formally begins.