

sdmay18-39: Sound Effect Devices for Musicians

Week 5 Report

October 4 - October 17

Team MembersBenjamin Reichert — *Experimentation Team Leader*Daniel Kroese — *Software Integration Leader*Garrett Mayer — *Technical Communications Leader*Thomas Kimler — *Technical Project Manager*Virginia Boy — *Communications Leader***Summary of Progress this Report**

- Looked into preliminary methods of how to manipulate sound waves using a micro controller
- Looked at using Fourier and inverse Fourier transforms to manipulate signals on micro controllers
- Reached out to some music or musically inclined physics professors on campus who could help understand what makes certain music sound good vs. bad, they were unable to assist
- First data capture of Solid state amp recording was performed
- Collected data was truncated for coherence and analyzed via matlab (fft) and plotted for comparison to the tube recording
- Designed breakout circuit
- Designed, tested and fabricated buffered attenuator for data capture

Pending Issues

- Currently waiting for parts to come in
- Need to build a test bench for collecting data
- Need to develop a system for uniform data collection and analysis

Plans for Upcoming Reporting Period

- Develop test bench to automate characteristic testing
- Begin automated testing in effort to draw conclusions from experiments
- Select a microcontroller for prototype use
- Construct attenuator circuit

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Benjamin Reichert	First data capture of Solid state amp recording performed, data was truncated for coherence and analyzed via matlab (fft) and plotted for comparison to the tube recording, findings prepared for presentation with advisers, worked on design document	8	40
Daniel Kroese	Looked into some preliminary methods of	7	38

