sdmay18-39: Sound Effect Devices for Musicians

Week 9 Report
November 15 - November 25

Team Members

Benjamin 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

-Developed method to minimize hum introduces from preamp stage on recorder
-Collected data samples for initial analysis of necessary signal manipulation
-Research signal manipulation necessary for tube emulation of non tube signal
-Updated Matlab documentation

Pending Issues

-Need to develop a robust standard for data acquisition via test bench
-Non trivial hum introduced from preamp stage on recorder

Plans for Upcoming Reporting Period

-Need to update project plan and design document to match current expectations
-Need to work as a team to develop and revise final presentation documents

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Benjamin Reichert	Developed method to minimize hum introduces from preamp stage on recorder; Collected data samples for initial analysis of necessary signal manipulation; Researched signal manipulation necessary for tube emulation of non tube signal	9	74
Daniel Kroese	Spoke with faculty about best methods for audio signal manipulation; Collected data samples for initial analysis of necessary signal manipulation; Researched signal manipulation necessary for tube emulation of non tube signal	9	68
Garrett Mayer	Worked on Matlab documentation;	9	73

	Researched signal manipulation necessary for tube emulation of non tube signal		
Thomas Kimler	Developed method to minimize hum introduces from preamp stage on recorder; Collected data samples for initial analysis of necessary signal manipulation; Researched signal manipulation necessary for tube emulation of non tube signal	9	75
Virginia Boy	Researched signal manipulation necessary for tube emulation of non tube signal and the impact of distortion on sound perception; Worked on project documentation	9	56