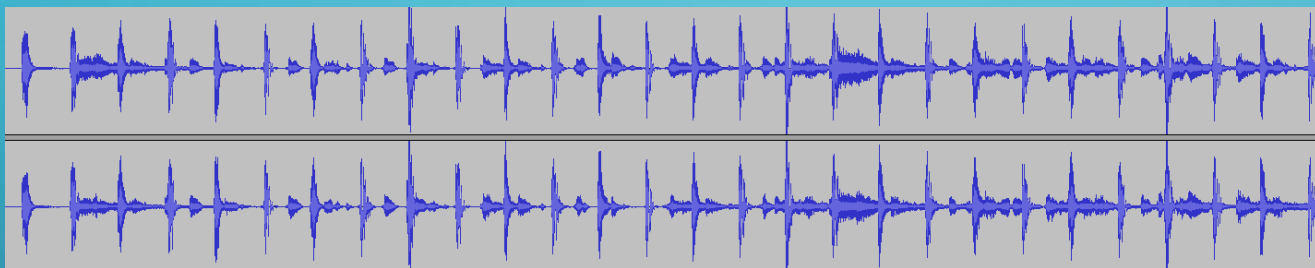


# SONOTONE MULTIMEDIA PROJECT IN RICM4



HATTINGUAIS JULIAN

LECORPS GERMAIN

VOUTAT MANUEL



# INTRODUCTION

- *Eponym of the firm « Sonotone » created in the beginning of the 1930th*
- *Allows to amplify given frequencies from 0 dB to 20 dB*
- *Our project :*
  - *Enables a user to configure his audioprosthesis*
  - *Apply different filters on real-time signal*



# SPECIFICATIONS



- Apply the filters on a real-time signal
  - Reduce the delay between the microphone and the earphone
- Ability to apply any filter the user wants at the right frequencies
- The GUI can be used by a beginner as well as an advanced user with the advanced options

# OBJECTIVES



Developing with prototype patterns :

- Study of signal processing and functioning of a audioprothesis
- Band Equalizer
- Parametric Equalizer
- Real time filtering
- GUI



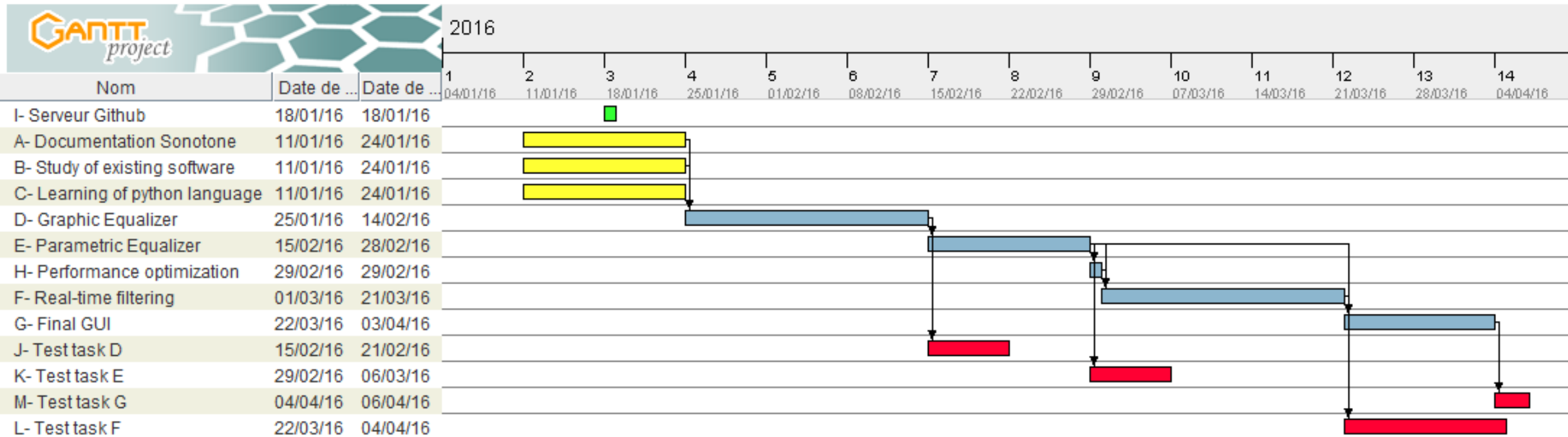
# TOOLS

- Development in python language
- NUMPY and SCYPI modules
- PyAudio for real-time processing
- Audacity for analysing the audio signals
- Tkinter for GUI environnement

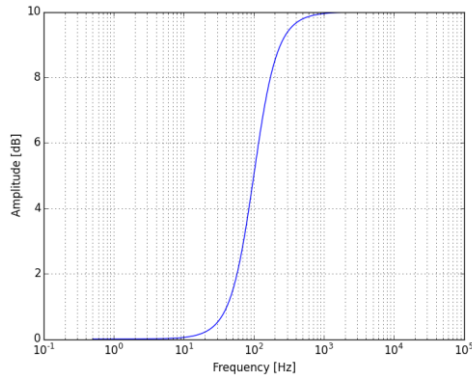


# ORGANIZATION

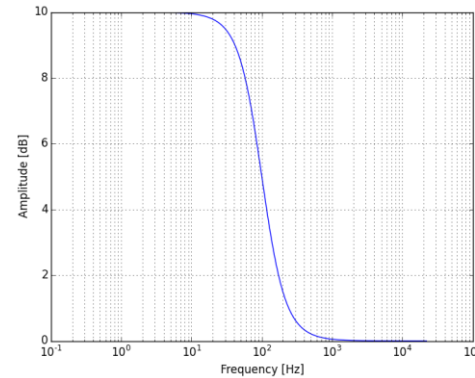
- Prototype pattern.



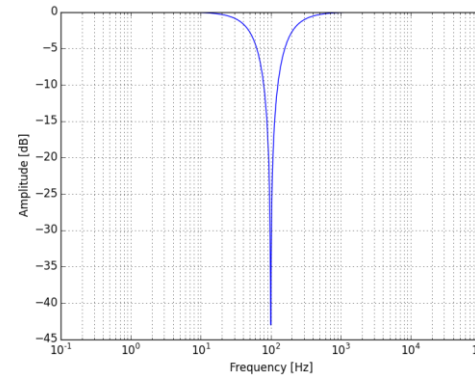
# THE FILTERS IMPLEMENTED AT 100HZ



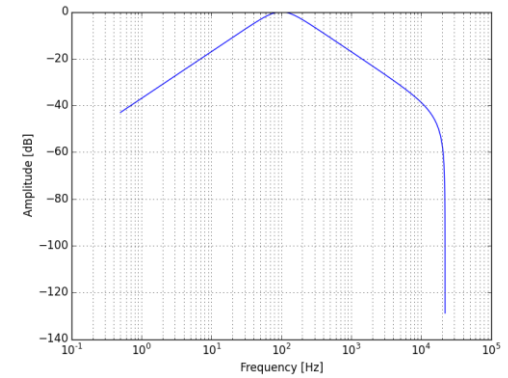
High Shelf



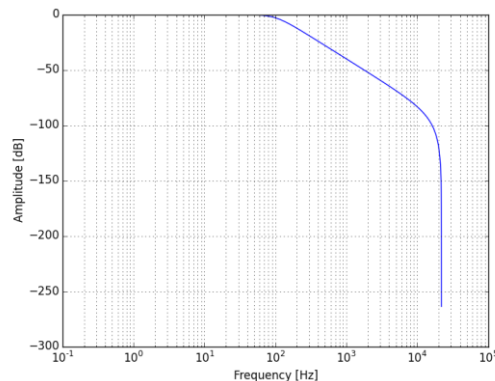
Low Shelf



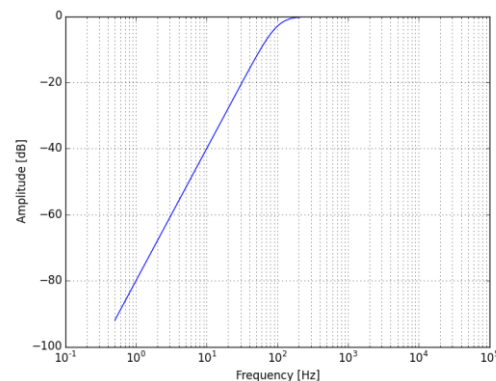
Notch



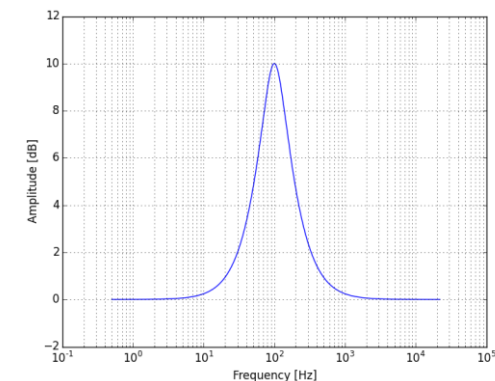
Bandpass



Lowpass



Highpass



Peaking

# PROBLEMS ENCOUNTERED

- Apply our theoretical knowledge of a numerical processing
- GUI : Giving up Kivy over Tkinter
- Convert data from the C module to python data we can use in the equalizer
- Interference

# DEMONSTRATION

The background is a blue gradient with faint concentric circles. White circuit-like lines with circular nodes are positioned in the corners: top-left, top-right, bottom-left, and bottom-right.

THANK YOU FOR  
YOUR ATTENTION