

Color of Music Audio and Visible Light Frequency Matching Christian Danielson, Patrick Wale, Christopher LaForge, Derek LaFleur, and Kyle Watros

Abstract

In this work, we developed a clear and interactive device that creates a medium to display corresponding frequencies between audio and visible light waves. The device's microphone allows the user to input an audio signal between 32 and 4200 Hz that will be translated and displayed through its corresponding color on the frequency range on an array of RGB LEDs. Conversely, the device's image processor recognizes the colors that match the seven natural notes, A_4 through G_5 , and determines the corresponding frequency tone that is heard through the device's speaker. This portable device is designed to enhance the user's understanding of both audio wave frequencies and light wave frequencies in an entertaining and interchangeable technique.

Objectives

- To bridge the sound world and visual world, translating sound to color and color to sound.
- There is a common medium that we use to merge the two senses. Every musical note has a frequency that is specific to only that note
- Map the seven natural notes (ABCDEFG) to a specified color (ROYGBIV) based on frequency
- Map color (ROYGBIV) to the seven natural notes (ABCDEFG)
- Provide pleasant auditory and visual stimuli
- Our hope is for the device to serve as an alternative form to learning music

Music to Color

Store 24-bit 2s Complement Signal Audio Input Compute Digital Signal Color to Music Light Input 8-bit Parallel Interface RGB Through DMA Store RGB Values Stored Values in SRAM Select Audio Values RGB Detection











