

The Feeling of Sound

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Introduction

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ways of experiencing multimedia such as three-dimensional video, motion sensor technology, and audio visualization.

By reproducing the essence of sound into the sense of sight, the experience is intensified. By also reproducing the essence of sound into something that can be felt, the experience would be brought into an entirely new dimension.

This research explored the effectiveness and feasibility of turning audio into something that can be felt, not just heard.

This project set out to create a wrist band containing TJ ii2 re Tinorsont

A Fast Fourier Transform (FFT) was used to analyze audio. By giving the volume of the sound at any frequency range, the FFT allowed the computer program to pick a range of frequencies and adjust the vibration of the motors to correspond to the volume of the sound.

A visualization of the FFT is also displayed on the screen so the user can see, hear, and feel the sound.

Components

(component Images from sparkfun.com)

