

Final Presentations – Fall 2022

Thursday, December 8, 3-6pm, in Mathews

The final presentations, during final exams week this fall semester, will have three goals:

- 1 Discussion and Demo of your Proof of Concept
- 2 Practice with Demo Audio
- 3 Streaming through Discord

For the first part, you should discuss and illustrate your project proof of concept, as described in your project specifications assignment. Keep in mind that this is the most important milestone of the semester and forms the basis of moving forward with the rest of the project. This is not meant to be a polished version, so it could be missing many parts, especially UI and/or graphics. The main point is to show what you did so far, how it is working, and how you plan to continue. If you didn't reach your proof of concept, you should give reasons and how you can balance this deficit with other work that you have done. Displaying code on screen is fine, also slides, or running the project demo in its current state, although none of these are strictly required.

For the second part, you should demo some audio files, at least one of which is stereo. If possible, these should have some relevance to your project, but this is not entirely necessary. The main points about the audio are that you should exhibit the ability to make good choices regarding 1) audio quality and 2) not too repetitive looping. Some examples of clean and dry voice recordings (mono) are linked on the website. The stereo samples should be clear to the listener of what is left/right, or can also be binaural. We will practice by having listeners in the room with headphones on and the demos will be broadcast through Discord. It is totally fine to use placeholder audio samples in the case where synthesis of sounds is part of your project, or where there are specific effects that are not worked out yet. For example, a synthesized instrument sample could be replaced by a placeholder recorded instrument sample. It is also fine to demo early versions of the synthesized sounds, then switch to placeholder sounds. You can also use placeholder audio for processed sounds which are not fully realized in your project yet. For example, binaural samples, or a chain of other effects. Again, it is also fine to demo early versions of these effects, but then switch to placeholder samples. We can discuss these points and the choices you are making before the demo.

We are requiring the presentations to be streamed through Discord in order to allow for stereo audio demonstrations. Students should run Discord and use the MUS 471 server to share screen and system audio. This should be tested in advance, to be sure that you can share system audio and also that stereo is enabled and verified by at least one listener. In the case of binaural audio demos, stereo is clearly essential. But any audio project has at least the potential to benefit from some presentation of stereo audio as part of a demo. Listeners will be reminded to use a laptop and headphones for the stereo audio part, since Discord on mobile doesn't support stereo. Another point about the Discord Stream is that we are awkwardly doing this in one room, plus supporting others joining remotely. So those of us in the room should have headphones plugged in and should be muted by default, in order to avoid feedback. The presenter should enable their mic when presenting, and can also allow for comments or questions from remote listeners by unplugging headphones and using laptop speakers.