

A RESEARCH OF VARIOUS INTERACTIVE AUDIO AND A DEVELOPMENT OF AN AUDIO FILE FORMAT CONVERTER

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ABSTRACT

The digital audio field is a very exciting one in the sense that human are trying to implement the raw sounds data unto the use of computer with nothing more than the combination of 0s and 1s to make this done. In the past, there are only few audio file formats are being generated. Due to the development or creation of different format being undertaken by different developer, it results that there are only specific machines that supports different types of file formats. Other than that, different types of audio file format results different quality of sounds.

Now, with the introduction of the audio file format converter, it resolves the problem of machine dependencies problem. As this has become more and more popular, which widely used in many fields such as in the scientific research field, and the most important of all the entertainment industry.

The greatest aim of the digital audio is to correctly convert the raw analog audio sounds into a digital form with high fidelity. And this involves many techniques from the raw sound record, analog to digital conversion to the implementation of it.

The main objective of this project is to explore the digital audio field and implement the existing audio file format by converting different types of file format from one another. The final output of this system would be an audio file format converter.