

Client/Company/Organization: Jay Becker

Submitter (name): Jay Becker

Email: coln.panic@gmail.com

Project Contact: Jay Becker

Email: coln.panic@gmail.com

**Project Title:**

Modular audio "mixer"

**Project Abstract** (include **ALL project goal(s)**, design constraints, and technical approaches and tools):  
The overall goal is to have a modular "mixer" of sorts, composed of several classes of components such as: main control/brain box, inputs, and outputs. This would not be a mixer that you would use for recording music, but more of a mix and match many-to-many interface between multiple audio sources and outputs for casual use. Affordability is important, and manufacturability would be great but not necessary for the initial project.

**Main Control:** This piece is the brains of the operation, I envision the various I/O passing through this piece and probably ultimately where the mixing takes place. Use of something like a Raspberry Pi for this piece would allow it to run networking software to enable smartphone or browser control.

**Inputs:** The simplest form would be just an 3.5mm input jack and some method of connecting to the main control bus. More advanced features could be a knob or slider for volume control, LEDs indicating input level, or even a bluetooth interface.

**Outputs:** Largely the same as inputs, just the reverse direction.

Multiple phases would likely be necessary: investigation, experimentation, and building the prototype.

**Expected Deliverables** (include expected schedule, cannot be open-ended, **must list at least one deliverable**):

Functional, even if minimal, prototype of all three parts.

**Specialized Resources** Provided by Client (be as specific as you can):

none

**Anticipated Cost:** unsure

**Financial Resources Provided by Client** (if any): \$tbd

*NOTE: General Resources Provided by ISU/ECpE: MSDNAA software, and access to resources in ECpE teaching and research labs, e.g., electronics, embedded systems, etc.*

**Enter # Students Preferred/Required:**

- Electrical Engineering
- Computer Engineering
- Software Engineering
- Other (specify):

**Special Skills Required of Students** (be specific):

- audio experience \*NOT\* required  
  
- this is probably a bit more hardware than software, so heavier on that end of the spectrum. Beyond that I am open to recommendations for how many of what type.

