MAS 962: **DIGITAL TYPOGRAPHY**

ps#8.

The last problem set was particularly revealing. Especially in the way we could read out/sound out some students' work, much better than others. Good examples are viegas, pcho; kram comes close; grenby is in a different dimension (be sure to finish that one by next week grenby so we can see how easy it is to read). This week we want to mine further glory from these concepts and add a bit of multimedia.

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1) Read Chapter 8.

2) Use the same framework of ps#7/p3 but add sound to it. In other words, as the letters get processed, they should play your digitized sounds (A to Z), as well as your special phonemes. For example, if the word 'cat' is input, then as the cat is being processed in step, you should hear the spoken "Kah"-"Aaa"-"Tuh" played in synchronization.

3) Similar to above, but add some precanned phrase/sound blurb pairs. There should be a pulldown/button where 1 of two pre-digitized sounds (of course the display should not be cached but computed in realtime) for the two phrases:

Peter piper picked a peck of pickled peppers.
Sally sells seashells at the seashore.
While these sounds are played, your applet should display the poem in synch. This is difficult to do because you have to digitize the sound and premark it out "by hand" so if you cannot achieve perfect synchronization don't get too bummed (all though it is okay to be bummed; even better to be *not* bummed by realizing almost perfect synchronization...). Also don't forget that JAVA only likes a certain type of sound compression. Phillip is the expert at this. It would be preferable if while the letters/phonemes are played that some visual indicator display the type of letter being displayed. Refer to Sammy's color legend for his p2 of ps#7.