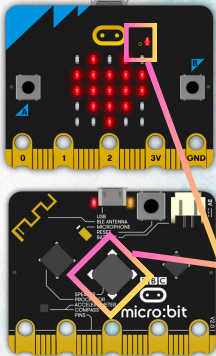


Deep Fake Audio With Micro:Bit

In this project, we will use a Micro:bit, and record our own voices, and then create our very own 'deep fake' voices. It's like playing a fun game of voice dress-up!



We use blocks from this extension to make Micro:Bit record/play audio.

This project uses the Micro:Bit V2 microphone and buzzer functions.

audio-recording
Record sound clips. micro:bit (V2) only

Whether Micro:Bit is recording or playing audio, the variable "recording" is controlling it.

Low sensitivity of sound sensor helps capture sound.

Higher sample rates improve sound but reduce buffer duration due to more samples.

'True' means that there is an audio stored in Micro:Bit.

Press Logo has two triggers - either record the audio or play the recorded audio. It shows two different led patterns as reminders.

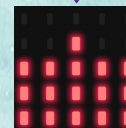
Two variables in this project:

playback means speed of the sound

recording means if an audio is stored or not

Set the recording mode false and the speed is 15,000 on the start. To keep the audio listenable, set the range of the audio speed between 9,000 to 30,000.

A and B buttons control the sample rate (speed) of the recording. It is also shown on the bar graph.



Shake to delete the existing recording and start a new one.