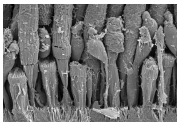
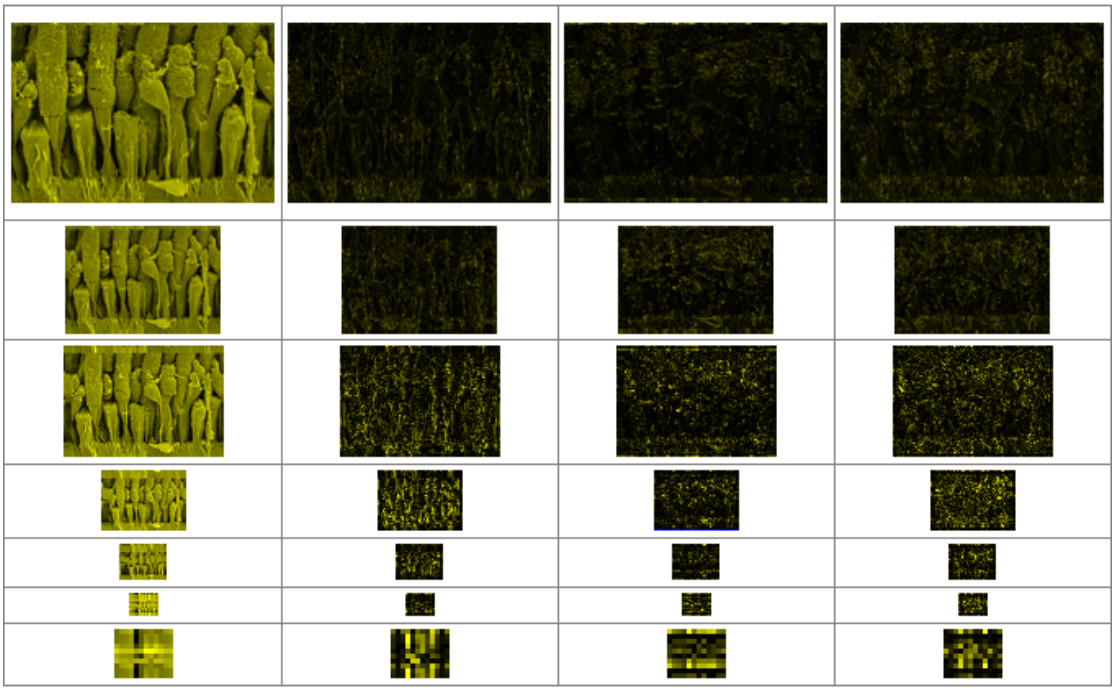
This is the *Mathematica* code for the Wavelet:

Programmer's notes: https://reference.wolfram.com/mathematica/ref/DaubechiesWavelet.html

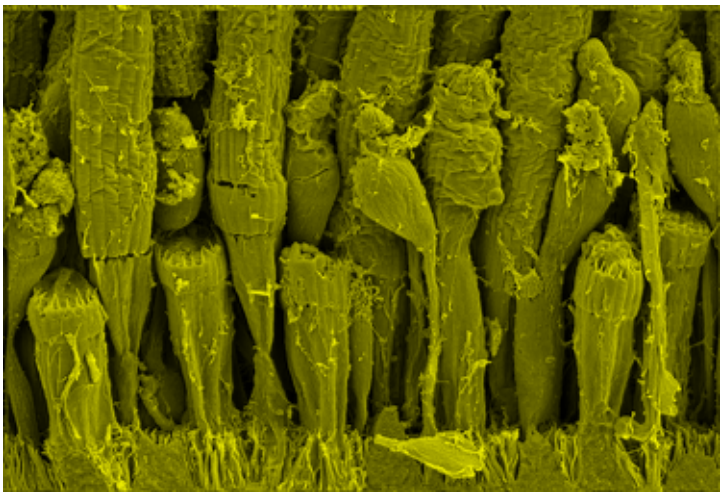
```
img =  ;
dwd = DiscreteWaveletTransform[data = img, DaubechiesWavelet[4], 7];
WaveletImagePlot[dwd, PlotLayout → "Grid"]
```

This is the output from the code above, the image is broken down into coarser and coarder pieces. Why? becase the original image is way too detailed to be musical and geneartes not so great sonifications.

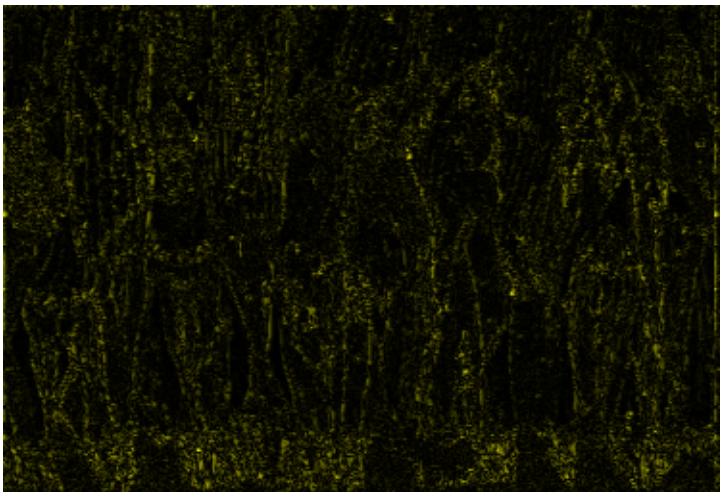
The sum (scaled) of all these decompositions give the original image.



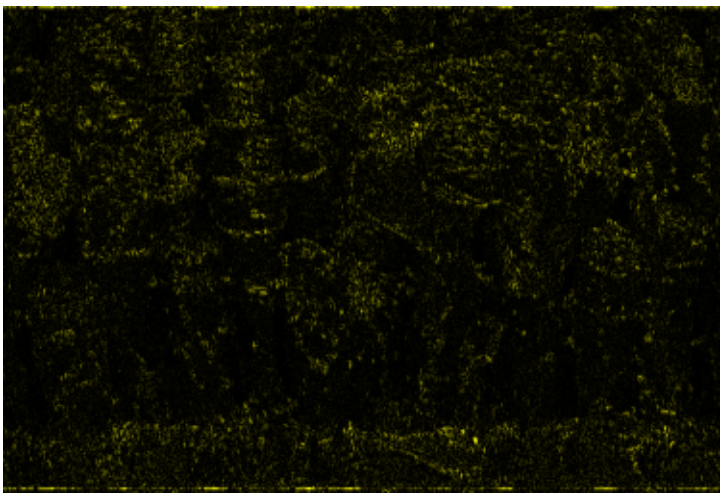
{0}



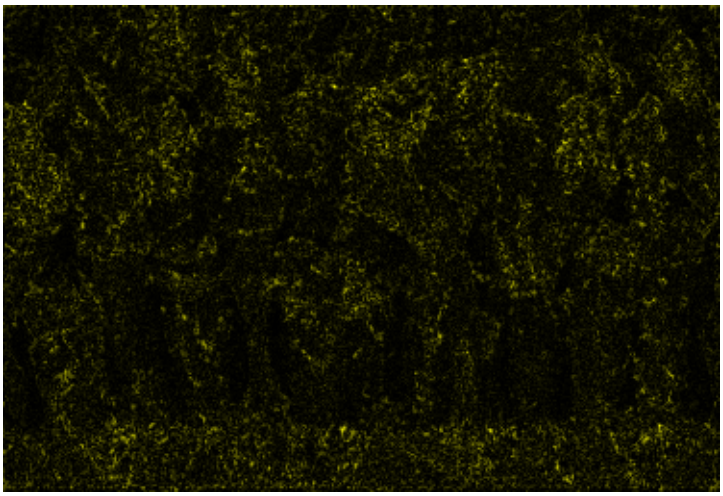
{1}



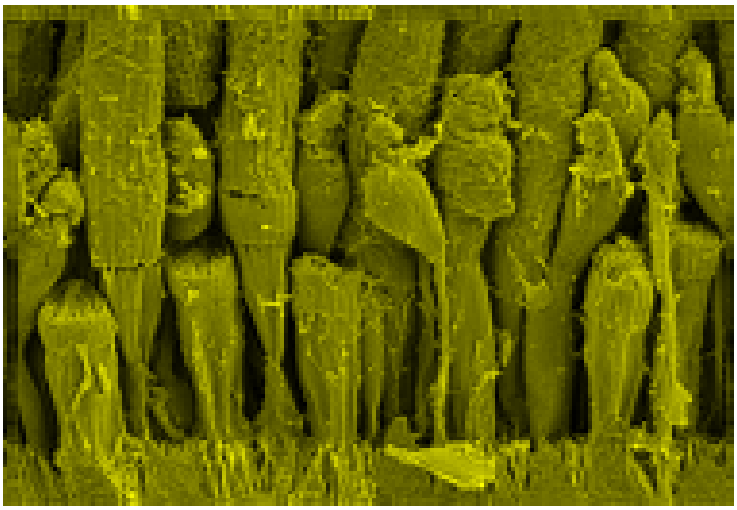
{2}



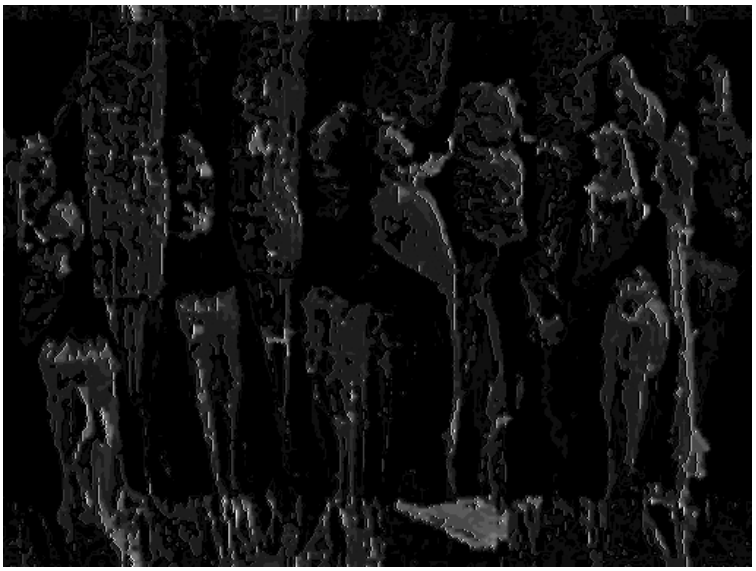
{3}



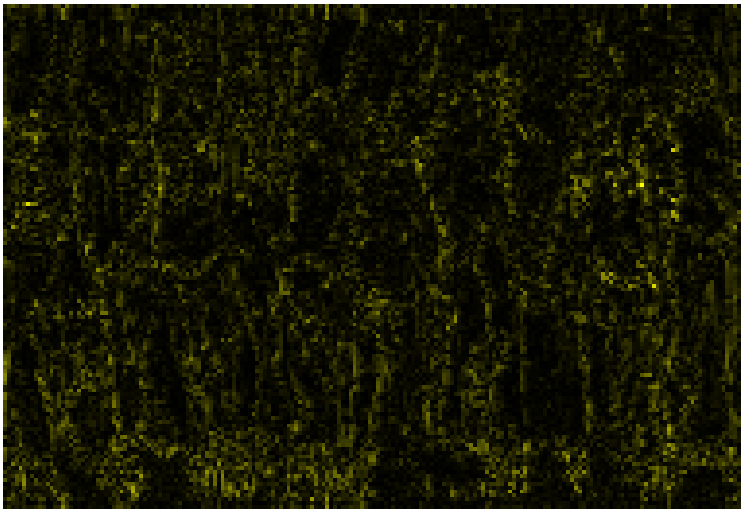
{0,0}



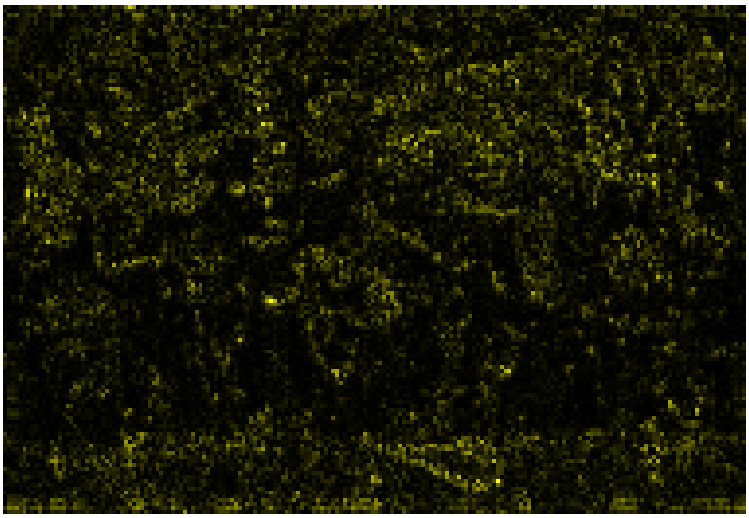
But {0, 0}, was further dimmed and 2 Attacks applied to get a nice sonification:



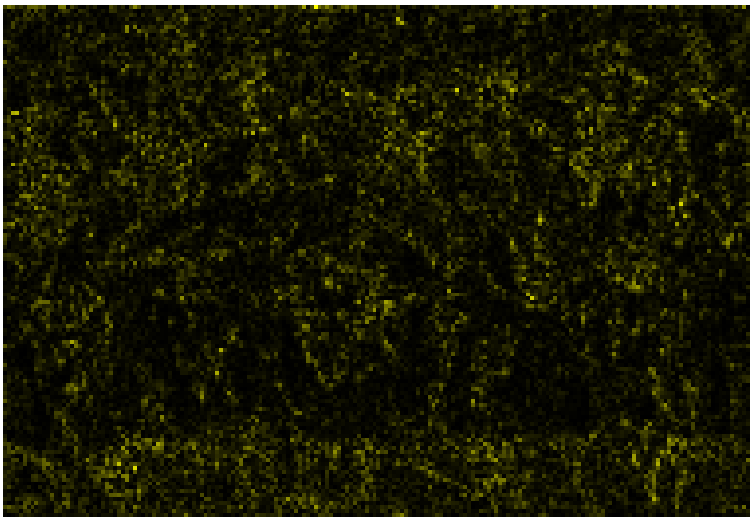
{0,1}



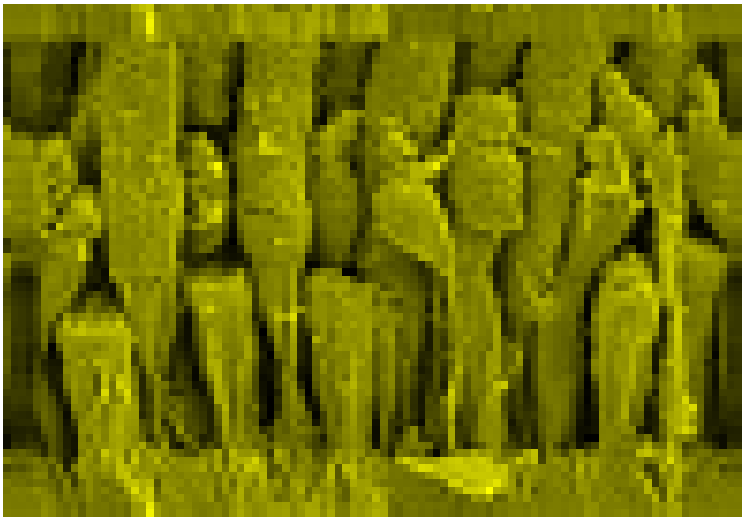
{0, 2}



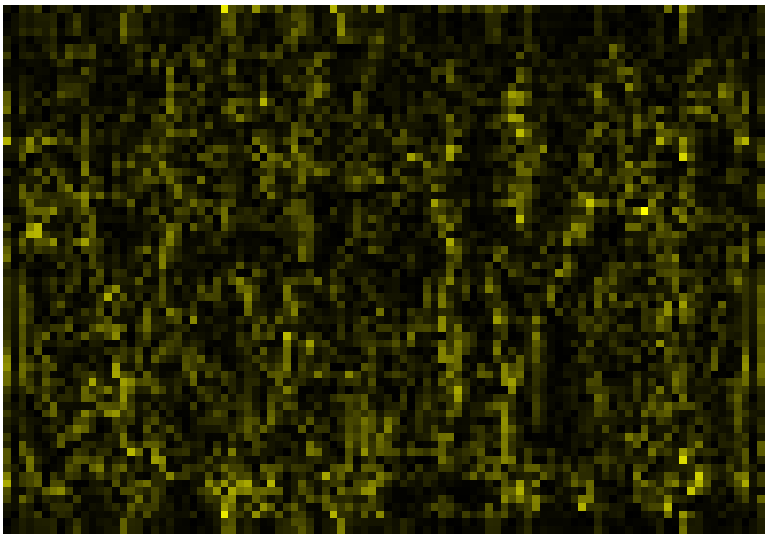
{0,3}



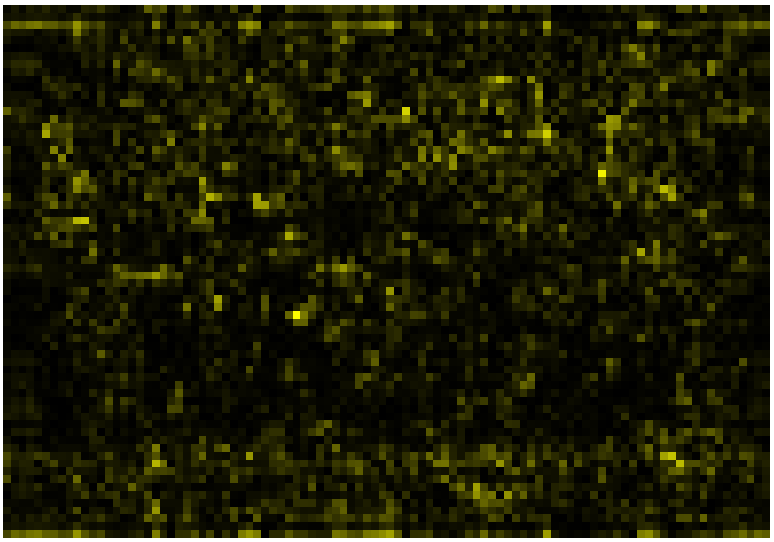
{0,0,0}



{0,0,1}



{0,0,2}



{0,0,3}