

Sound Matrix

1. (This part is worth 20 points.)

Your task is to recreate a Sound Matrix applet.

<https://musicboxmaniacs.com/create/>

<http://isleoftune.com/>

This link is just cool. So much fun to play with.

Play with the applet links provided to get a sense of what is happening and then put together a basic working copy of the ToneMatrix applet.

Play the notes vertically (by column). Each second you move onto the next column and play all of the notes in that column. When you reach the end, it returns to the beginning and starts over again.

2. (This section is worth 60 points.)

When finished, expand on your code to create something of your own.

At minimum, your applet must have:

- a menu bar across the top with drop down options for:
 - pre-built songs (at least 3)
 - ability to add or remove columns
 - ability to save and load user created songs
- Buttons for:
 - Clear all check boxes.
 - Fill random check boxes

The basics listed in the minimum will get you to a maximum of 44 points. You must add more to get a higher grade. Each addition is worth +4 (4 additions equals 16 more points and gets you to 60).

Add a slider to control time?

Split matrix in half to create a section for tones and a section for drum beats?

Use the other links (especially, the BeatLab link) for ideas!

Play/pause button