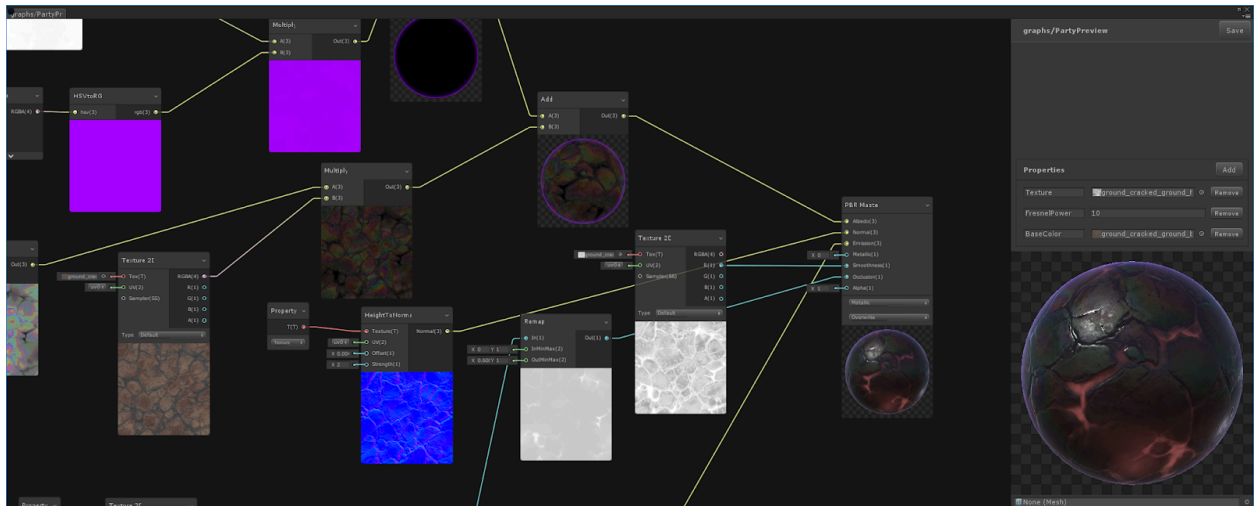


UI Design:

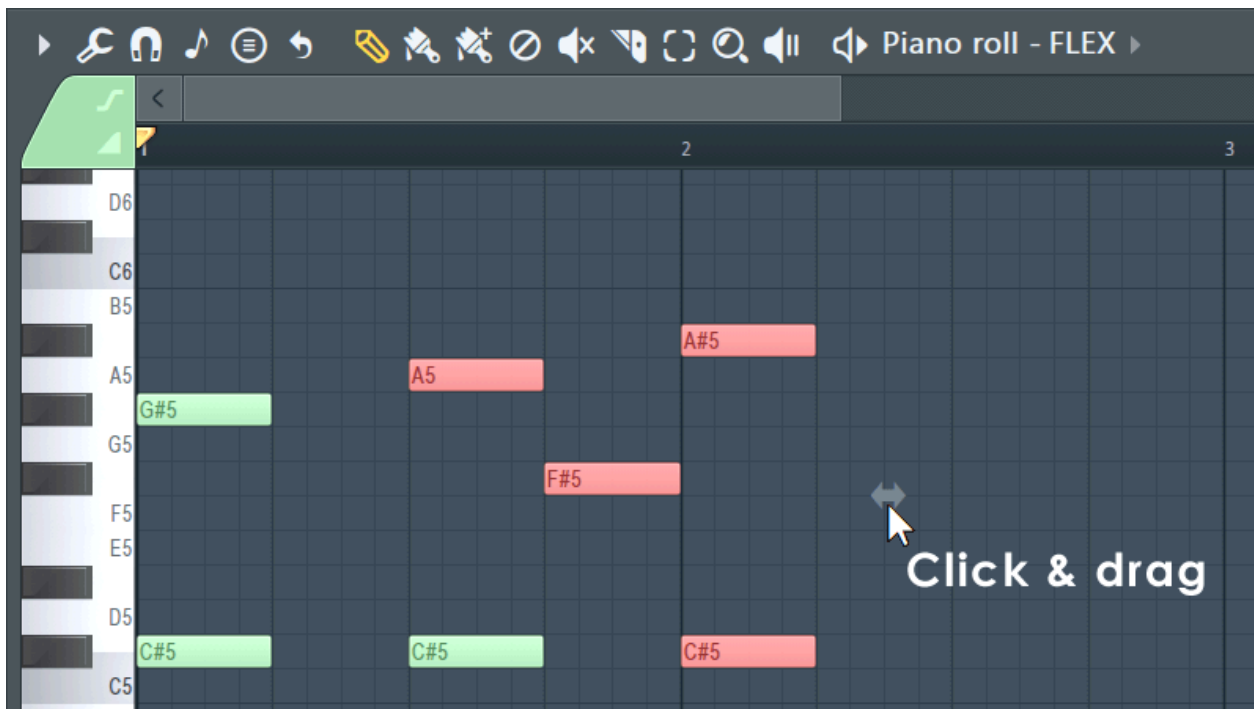
DAWdle is a node-based DAW. The node-based system takes primary inspiration from systems such as Unity's shader graphs (fig. 1). In addition, two special nodes exist which necessitate their own UI: the piano roll node (fig. 2) and the sequencer node (fig 3).

Figures:

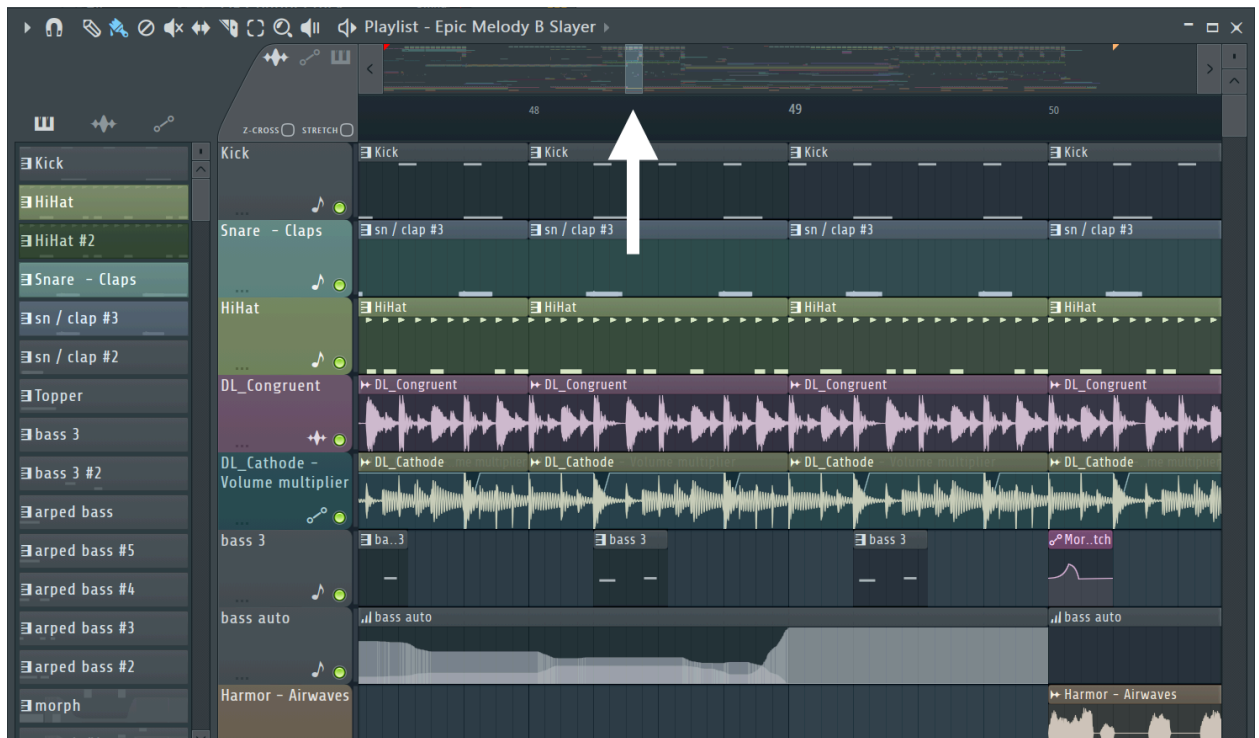
1. A Unity shader graph. DAWdle strives to provide similar functionality but with audio rather than visuals



2. A piano roll in FL studio. DAWdle will have a node which provides a similar view when clicked on. The node will output information such as note pitch and velocity for use in further nodes.



3. FL Studio's "pattern view." This is roughly the information that a DAWdle sequencer node will display. Clicking on any one track will reveal a subgraph that produces the audio for that track, which may itself contain one or more sequencer nodes.



Nodes:

- Piano Roll
 - Inputs: ...
 - Outputs: ...
- Sequencer
 - Inputs: ...
 - Outputs: ...
- Audio file
 - Inputs: ...
 - Outputs: ...