

The slide features a solid blue background. On the left and right edges, there are decorative patterns of overlapping chevron shapes in yellow, magenta, and light blue. The text is centered in the upper half of the slide.

BeatBrain!

interactive system

Aims.

The main aim of this project consists to introduce people to the universe of DrumMachines and how do them work, from the basics through an interaction between sound and color.

Main users.

This project is focused on young children, or even for anyone else who wants to learn how does a simple drum machine works in an amateur mode.

Similar apps.

I didn't found any app with the same objective as mine.



User experience.

With this audiovisual app you can interact, using sound and colour, a user can have a reference of what colour it's going to be displayed by switching on a sound. I've thought this is an easy way to feel this relation between them. That's why i've designed the relation with the buttons and the different types of lines, and it's colour.

Tools for the project

This app is implemented with Java, OpenGL and some Java libraries such as Minim and Control P5.

Conclusions

I think it is an original idea to offer people an experience of interaction between sound and color.

For the next version of this app i would connect it via internet to share user's sketches and comment it with other users.

Reference

<https://www.processing.org/>

<http://code.compartmental.net/tools/minim/>

<http://www.sojamo.de/libraries/controlP5/>