Donald Stolz

Comp 122 – Project Proposal

The instrument I plan to create is a sampler and effects processor, which will be controlled with an Xbox One controller.

The samples will be triggered using the X, Y, A, and B buttons.

Sample effects processors will be chosen using the right and left bumper buttons.

* Phaser
* Reverb
* Distortion

The left and right joysticks will be used to control effects.

The start button will be used to record tracks to a sequencer.

The D-Pad will be used as a sequencer.

The home button will be used as a mute button.