



**POLITECNICO**  
**MILANO 1863**

POLO TERRITORIALE DI **CREMONA**



**Master of Science Music and Acoustic Engineering**  
Computer Music – Languages and Systems

# Homework 3: Drum kit

**GROUP 16**

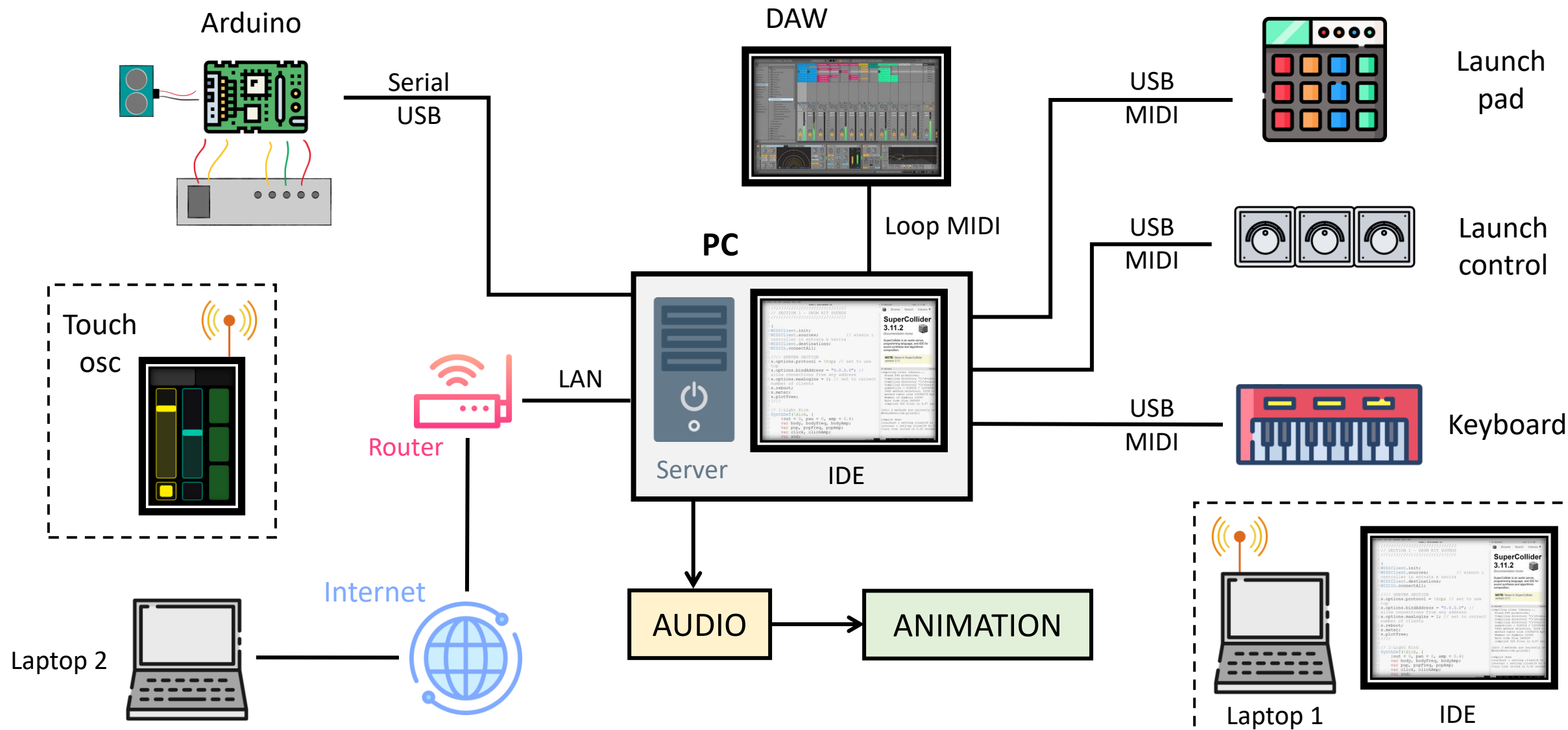
Zaccaria Carrettoni

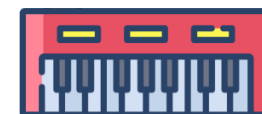
Lorenzo Lellini

Luca Sorini

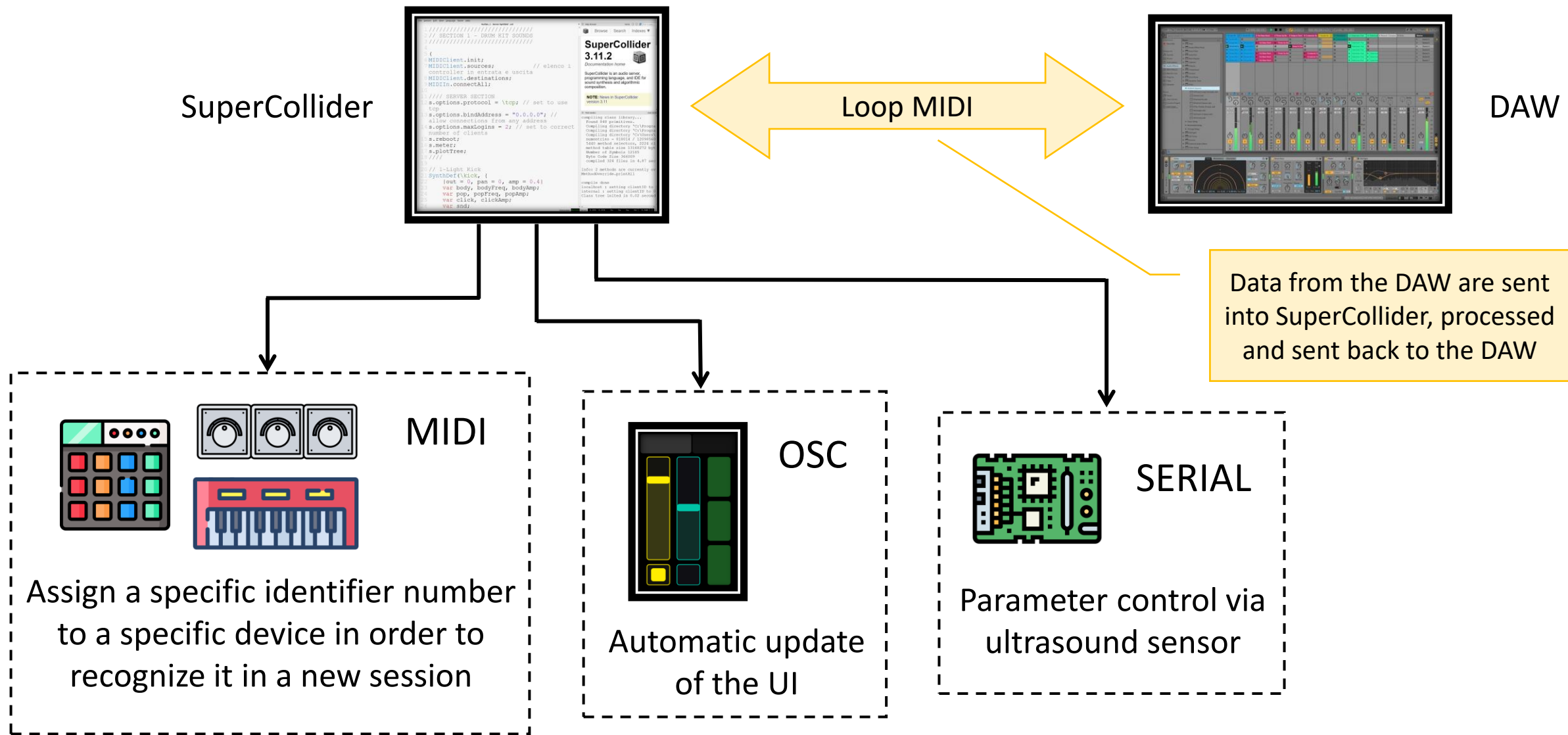
Alessandro Zullo

# ARCHITECTURE OF THE PROJECT

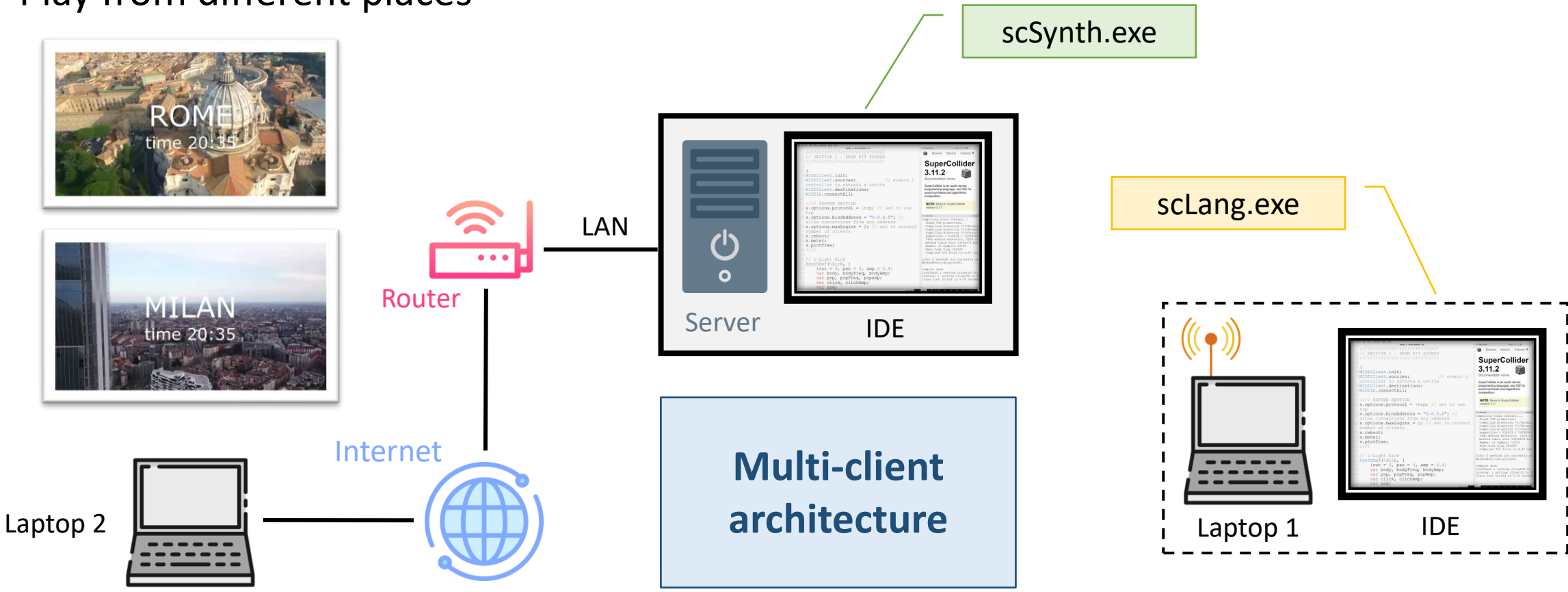




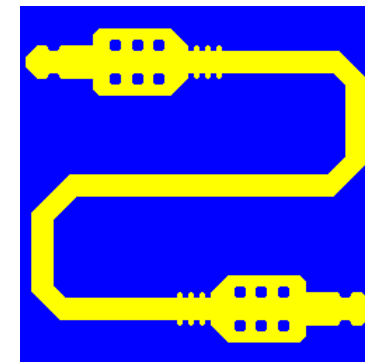
# 3 INTERACTION DESIGN



- Wireless communication between client and server
- Play from different places



- **Processing:** programming language to create animations
  - Animations in real time that changes according to the different sounds of the drum kit
- **Minim:** easy to use audio library
  - **Virtual audio cable**
  - Everything that came out from a sound card or an application is reinserted into the computer as input to another audio application





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**Thanks for your attention!**