Emile Simard

cart 253

Pippin Barr, prof.

November 19, 2020

Exercise 7: Progress Report

For this week a few things have been done: there is a customizable amount of rows and staff. There are circles that are already on the music card however I need to rework the objects themselves to get them to toggle on and off by adding several keypress functions instead of the initial plan of having a function checking every frame the mouse's distance to that of every circle(note) whether it is activated or deactivated. There is also some code I've done on the side that I will finish implementing to set a proper pitch for each note, using the p5.sound synths.

As for the next couple of weeks, there are a few major things that will have to get done: Firstly, a second canvas will need to be created that acts as the music card, this is where the notes are actually read. Secondly, the save button will need to be implemented. This button is simply a button that saves the second canvas that acts as the actual music sheet. Afterwards, a load will need to be implemented. The load button would run a for loop that would look over every pixel in a row one at a time of the image checking for black pixels and playing a note at the appropriate pitch using the createFileInput() function from the p5.js library to create an identical music card on the second canvas. Lastly, another loop will be needed to go down to the next column at a set rate or bpm.