

Title: QuickSynth

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Description: QuickSynth is a modular synthesis environment on the iPad. QuickSynth encapsulates the core functionality required for a synthesis project and presents it in an intuitive touch interface. In this environment, composing is seen as a construction task, with individual modules as building blocks. These blocks comprise the basics in a modular synthesis environment and can be used to create an unlimited variety of different sounds and sequencing. Because of this intuitive interface, QuickSynth provides a very easy to use interface and is well suited to learning environments where formal music notation has not yet been learned.

Instructions & Controls: Create a composition by assembling modules on the score, then playback the composition using the play control buttons. To do this drag modules from the toolbox (the lower box), to the score (the upper box). Waveform modules may be placed anywhere on the score and envelopes can only be placed on top of waveforms. The horizontal positioning equates to time in the composition and any vertically aligned modules will play simultaneously.

Tasks

1. Place multiple waveform and envelope modules on the score.
 - a. Outcome: Waveforms will remain in the place they were dropped and envelopes will be attached to the bottom side of the waveform they were dropped on. If multiple envelopes are attached to a waveform they will be a fractional width of the entire waveform.
 - b. Comments:

2. Move waveform modules.
 - a. Outcome: The waveform will be moved to the new location and stay where it is dropped. The attached envelope modules will remain with the waveform throughout the whole process.
 - b. Comments:

3. Play audio:

- a. Outcome: The audio generated and played should mirror the waveform modules on the score. Each waveform module is 1 second long and will be a simple tone with frequency of 880Hz.
- b. Comments:

4. Stop audio:

- a. Outcome: The audio being played will stop. If no audio is being played nothing will happen.
- b. Comments:

5. Play audio while audio is already playing:

- a. Outcome: The audio being played will stop and start from the beginning again.
- b. Comments:

[illegible]