



WHERE THERE IS MUSICA , THERE IS A MUSICIAN

LESIANSUI YANG

P

## PRESENTATION

CAHIER DES CHARGES  
DIAGRAMMES  
ORIGINALITES

J

## JOURNAL DE BORDS

D

## DEMONSTRATION

C

## CONCLUSION

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CAHIER DES CHARGES  
DIAGRAMMES  
ORIGINALITES

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## JOURNAL DE BORDS

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## DEMONSTRATION

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## CONCLUSION

# PRESENTATION

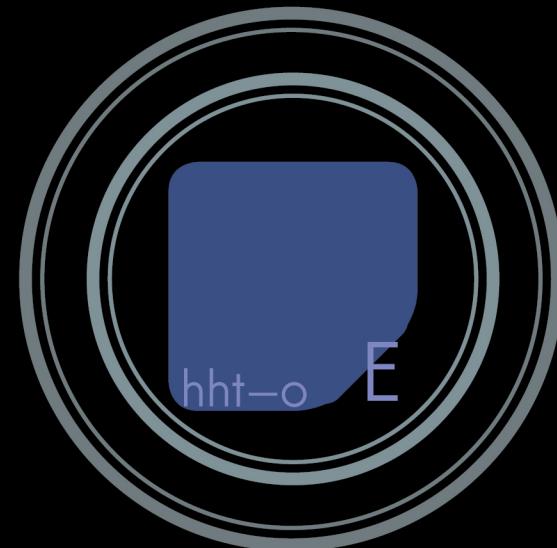
L'UTILISATION

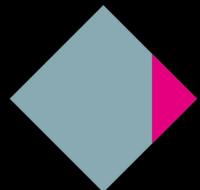
LE FONCTIONNEMENT

L'AVVENTURE



CLICK → SOUND



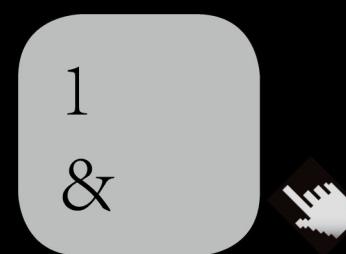


# PRESENTATION

L'UTILISATION

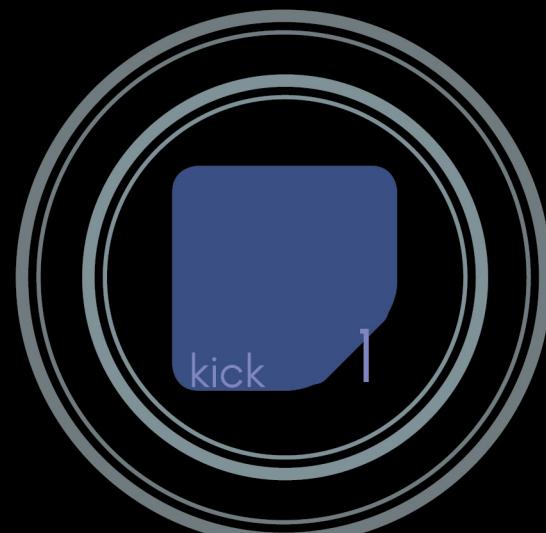
LE FONCTIONNEMENT

L'AVVENTURE



Cliquez sur  avec une souris pour activer

KEYBOARD → SOUND

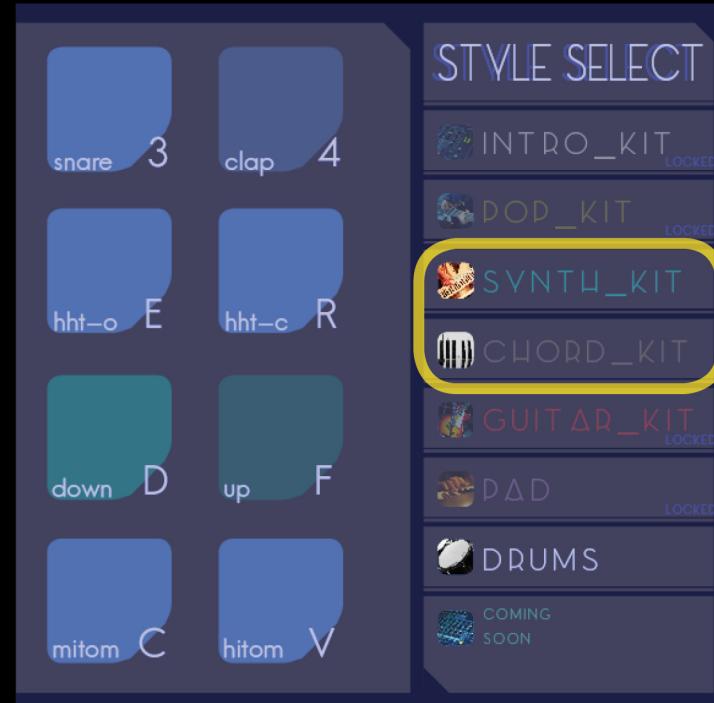


# PRESENTATION

L'UTILISATION

LE FONCTIONNEMENT

L'AVVENTURE



Cliquez sur la partie "style select"  
pour changer le mode,

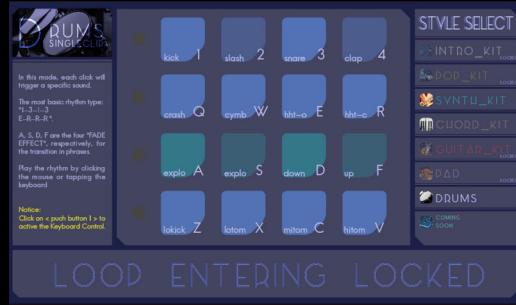
<DRUMS> <SYNTH\_KIT> <CHORD\_KIT>  
sont activés dans cette version gratuite.

# PRESENTATION

L'UTILISATION

LE FONCTIONNEMENT

L'AVVENTURE



DRUMS-MODE :

Un son tout seul.  
Créer un rythme & permet de faire des remix.



CHORD-MODE :

Générer des accords.  
Réaliser des chemins des accords.



SYNTH-MODE :

Musiques de types "house".  
Essayer différentes associations.

# PRESENTATION

L'UTILISATION

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L'AVVENTURE



EVENT:  
MouseClicked / KeyPressed



CODAGE:  
Get button number and style

```
/**  
 * EleRim  
 */  
case 11:{ InputStream is = this.getClass().getResourceAsStream("/pool/EleRtmKick.wav");}  
break;  
case 21:{ InputStream is = this.getClass().getResourceAsStream("/pool/EleRtmSnarecl.wav");}  
break;  
case 31:{ InputStream is = this.getClass().getResourceAsStream("/pool/EleRtmSnare.wav");}  
break;  
case 41:{ InputStream is = this.getClass().getResourceAsStream("/pool/EleRtmClap.wav");}  
break;  
case 51:{ InputStream is = this.getClass().getResourceAsStream("/pool/EleRtmCrash.wav");}
```

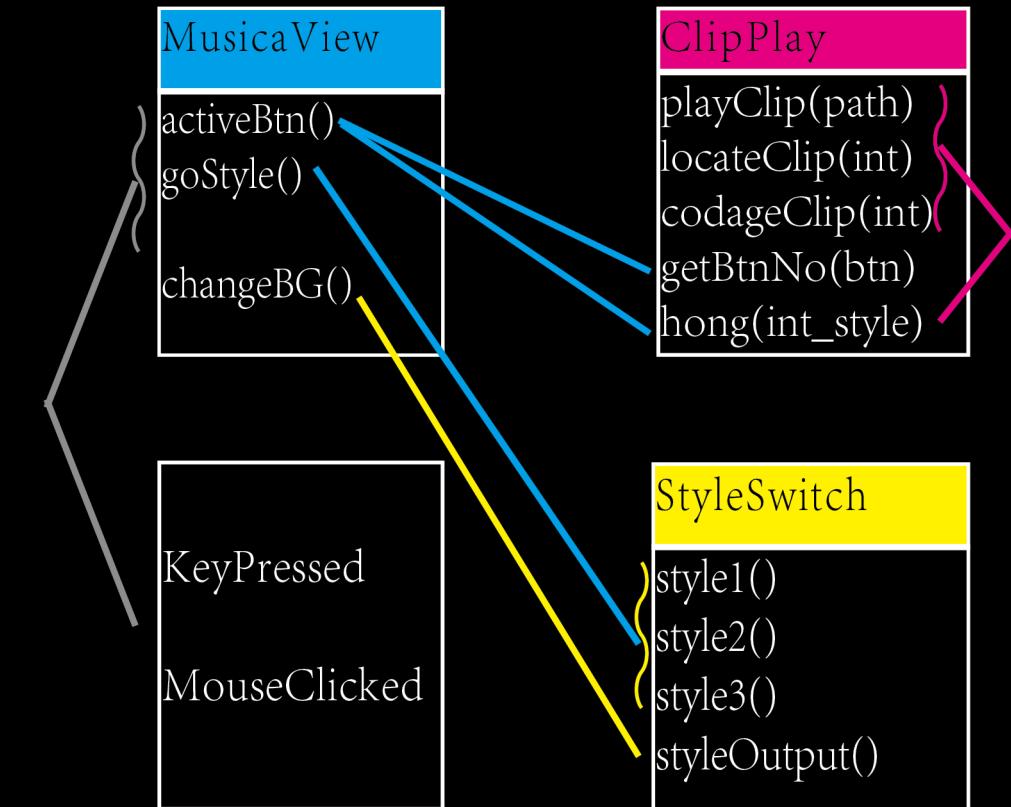
ACTION:  
Play the WAV saved  
according to the code

# PRESENTATION

L'UTILISATION

LE FONCTIONNEMENT

L'AVVENTURE



# PRESENTATION

L'UTILISATION

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L'AVVENTURE



```
//noteCode = ABC ;  
//AB = noButton = [1,16] ; C = noStyle = [1,3] ;  
noteCode = noButton * 10 + noStyle;
```

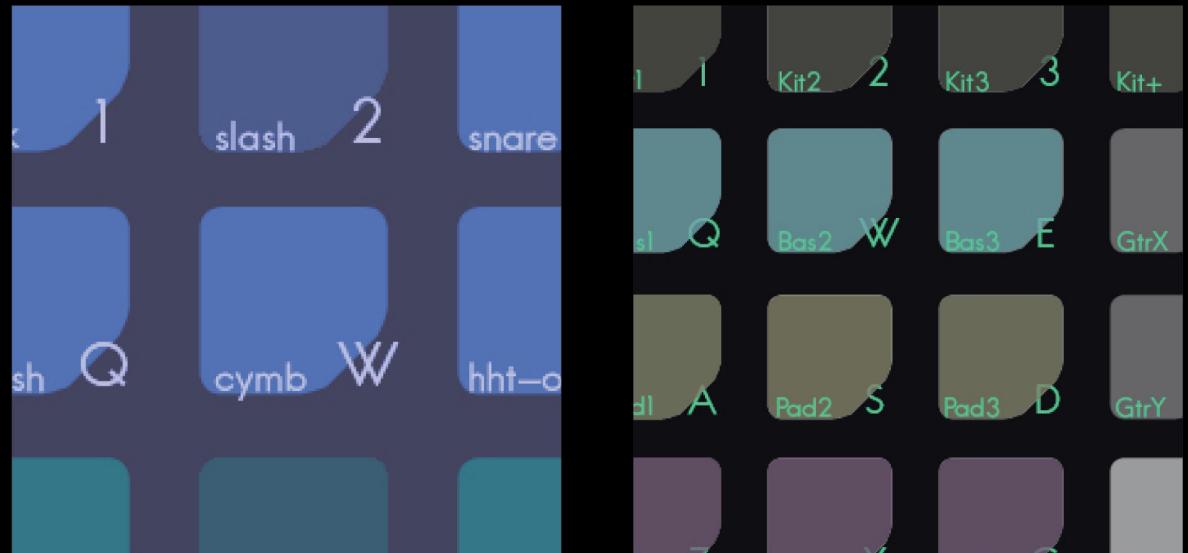
SYSTEME DE CODAGE

# PRESENTATION

L'UTILISATION

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L'AVVENTURE



Différencier les instruments par différentes séries du couleur.  
Différencier les utilisations par la nuance du couleur.

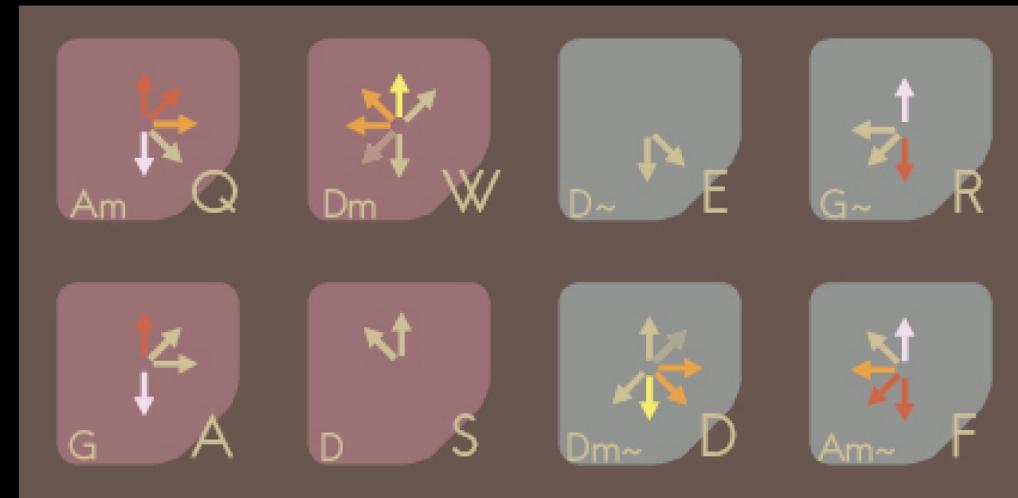
< COLOR GUIDING SYSTEM >

# PRESENTATION

L'UTILISATION

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L'AVENTURE



Indiquer des ordres et des chemins de chord  
par les fiches.

< COLOR GUIDING SYSTEM >

P

PRESENTATION

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JOURNAL  
DE BORDS

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# JOURNAL DU BORD

JOURNAL  
GLOBAL

EMPREINTES

ALBUM DE  
LOGICIEL

- 28/02/17: (2\*4h)  
Installation de la dernière version  
de WindowBuilder  
Exportation des fichiers audio  
contenus dans ABLETON LIVE  
Début du codage sur Eclipse
- 
- 01/03/17: (2\*4h)  
Premier bouton;  
Rechercher pourquoi les WAV  
(fichiers sons) ne marchent pas.  
En exportant tous les fichiers sur 16  
bits au lieu de 24 résout le souci.  
Et Voilà ça fonctionne.  
Continuation du code sur Eclipse.
- 
- 03/04/17: (1h)  
Ajout d'un champ texte pour insérer  
une musique de fond.
- 
- 04/04/17 : (2\*4h)  
Interface de l'utilisateur dessiné.
- 

- 01/05/17 : (2\*3h)  
Ajout du second et troisième mode.  
(Chord\_kit et UI)  
Placer les boutons en transparent.
- 
- 03/05/17: (1h)  
Ajout du troisième mode (Synth)  
avec des courts morceaux.
- 
- 04/05/17: (2\*5h)  
Finitions de la rédaction du rapport.  
Création de l'exécutable.  
Relecture finale.
- 
- 05/05/17: (2\*1h)  
Test unitaire.
- 
- 11/05/17 : (2\*6h)  
Préparation de la soutenance.
- 
- Travaux totals: 2\*31h



# JOURNAL DU BORD

## RENDEZ-VOUS:

---

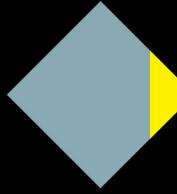
01: 07/02/2017  
Les idées principales du projet.

---

02: 03/04/2017  
L'amélioration de la structure des classes.

---

03: 24/04/2017  
Les méthodes pour faire des boutons transparents.



# JOURNAL DU BORD

JOURNAL  
GLOBAL

## EMPREINTES

ALBUM DE  
LOGICIEL

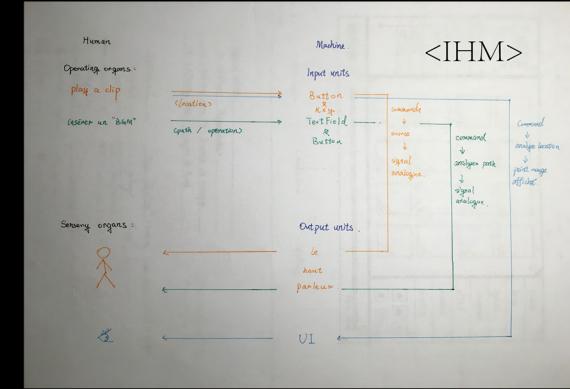
Idées D'origines

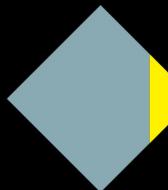
**IHM**

**<Class Graph Before>**

The top part shows a screenshot of a software interface titled "MODE SELECT". It features a grid of 16 squares (labeled A1 through F4), each containing a small icon. To the left is a sidebar with buttons for "Mode", "Chord", "Effect", "MIDI", and "Clip". The bottom of the screen shows various status bars and icons.

The bottom part is a UML class diagram titled "<UML> logiciel utilisé". It includes classes like Class : ModeSelect, Class : MVView, Class : ClipPlay, Class : StyleSwitch, Class : LightEnv, Class : AudioInput, Class : AudioView, Class : Clip, Class : Bpm, Class : NoteEvent, Class : NoteEvent, and Class : NoteEvent. It shows interactions between these classes, such as "getTarget() / Target" and "switch()", "playClipSources()", and "playMidi()", among others.



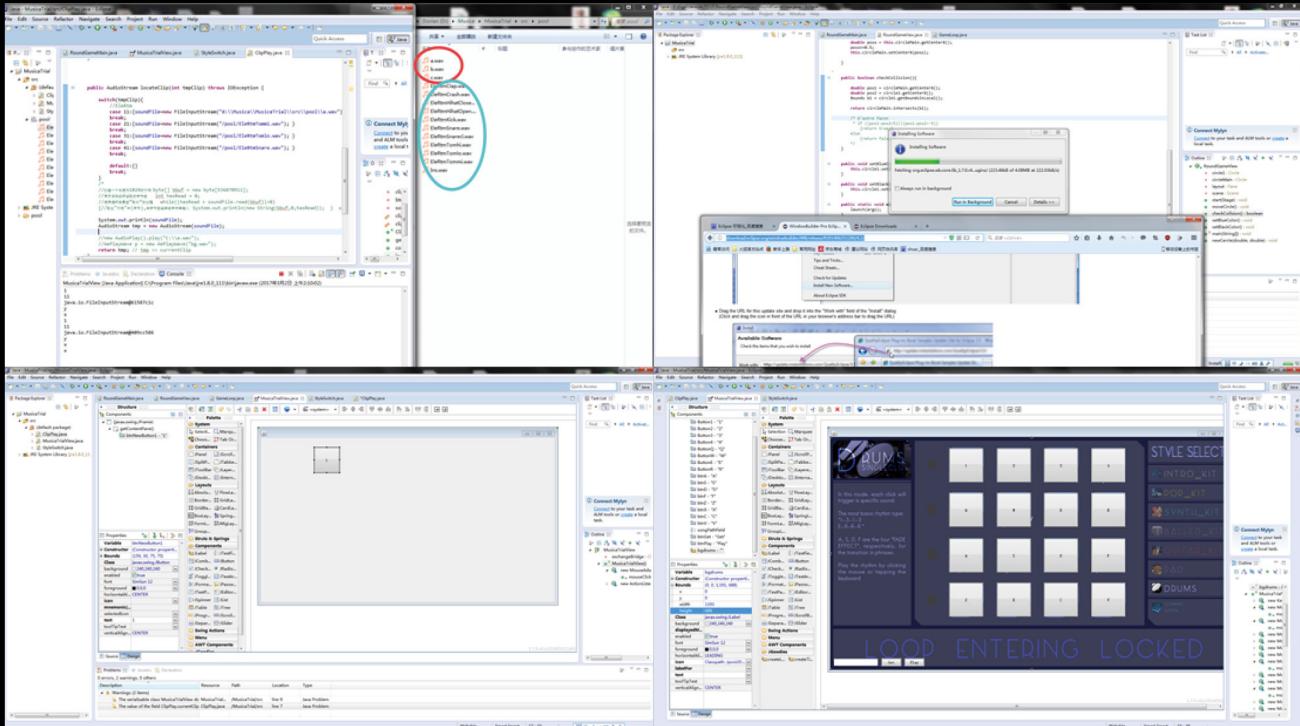


# JOURNAL DU BORD

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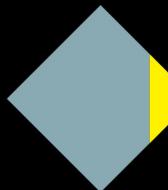
EMPREINTES

ALBUM DE  
LOGICIEL



La programmation

< ECLIPSE >

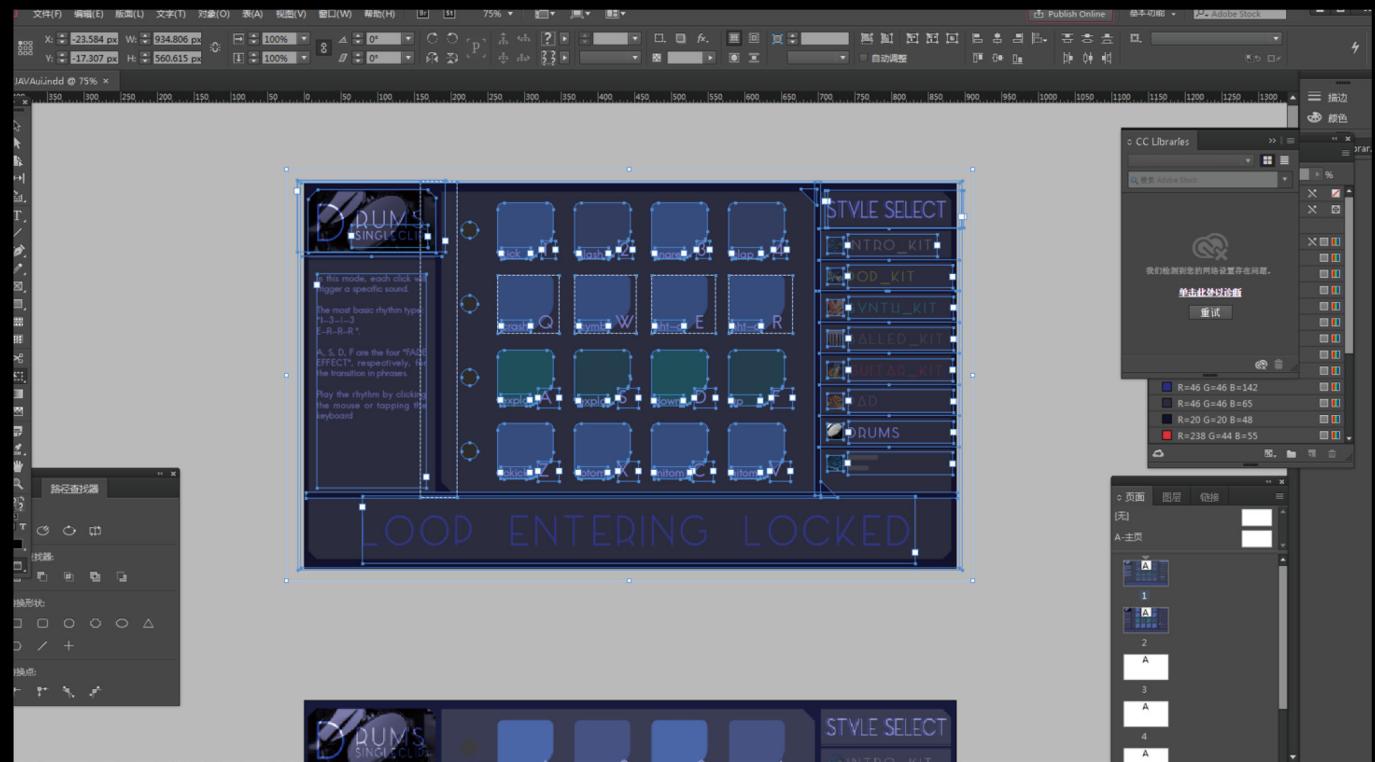


# JOURNAL DU BORD

JOURNAL  
GLOBAL

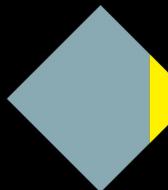
EMPREINTES

ALBUM DE  
LOGICIEL



Les dessins

< PHOTOSHOP > / < INDESIGN >  
(ADOBE CC EDUCATIONAL)

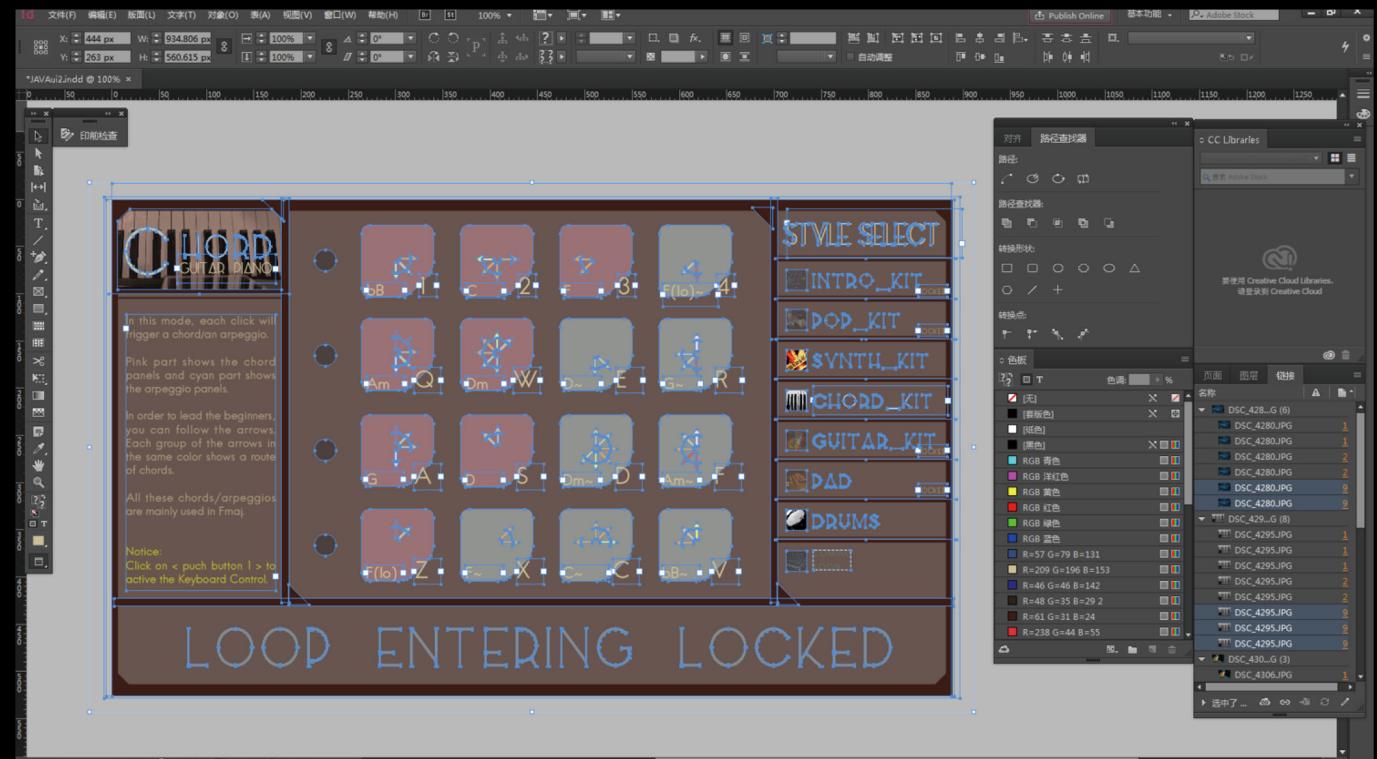


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LOGICIEL



Les dessins

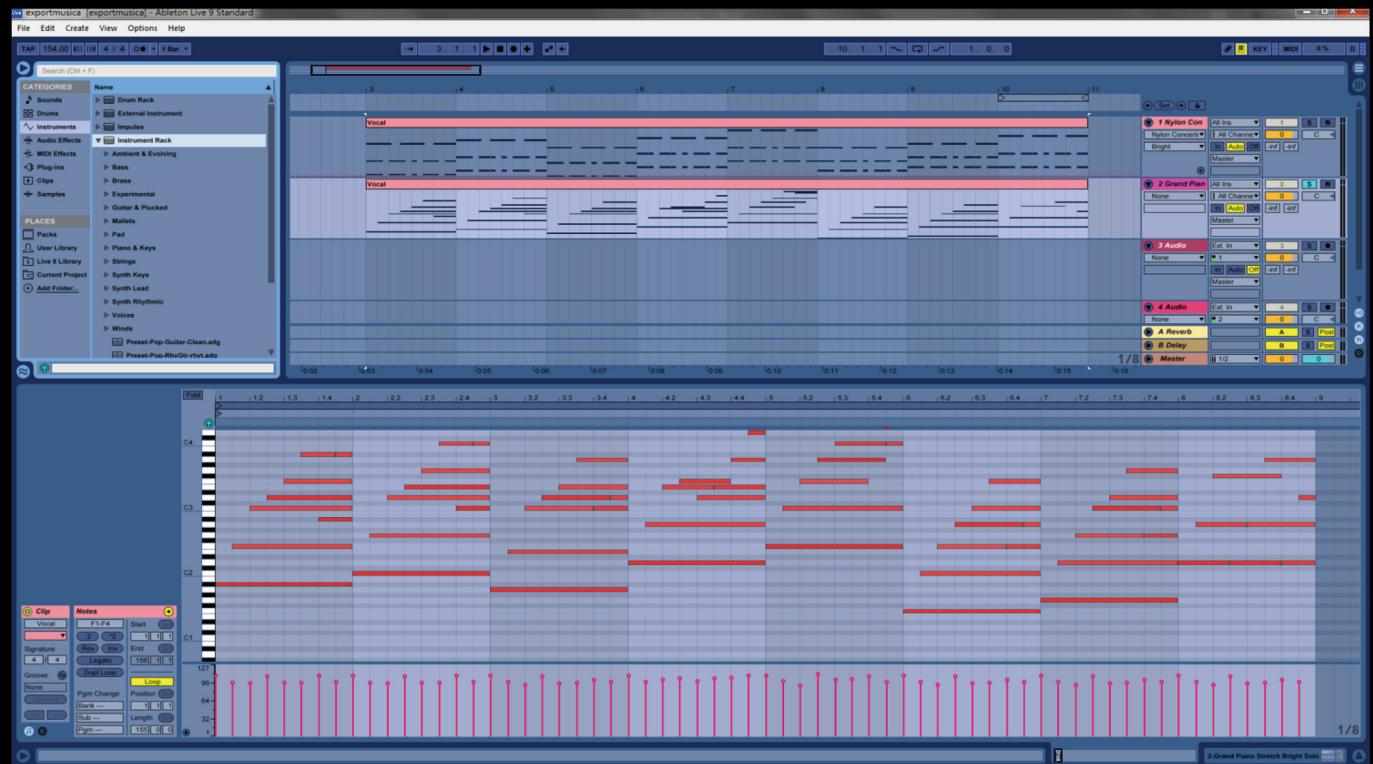
< PHOTOSHOP > / < INDESIGN >  
(ADOBE CC EDUCATIONAL)

# JOURNAL DU BORD

JOURNAL  
GLOBAL

EMPREINTES

ALBUM DE  
LOGICIEL



La musique  
<ABLETON LIVE 9>  
(EDUCATIONAL)

JOURNAL  
GLOBAL

EMPREINTES

ALBUM DE  
LOGICIEL

# JOURNAL DU BORD

Test 1. Clip Button clicked on "1"

Source Design

```
Problems @ Javadoc Declaration Console
MusicaTrialView [Java Application] C:\Program Files\Java\jre
ButtonID =1
ClipID =11
ClipSource =java.io.BufferedInputStream@25f70787
played
x1

System.out.println("ClipSource =" + soundFile);
AudioStream tmp = new AudioStream(soundFile);

this.btnNo = btnNoFromView; //get btn >> 1>Q
System.out.println("ButtonID =" + btnNo);
return btnNo;
}

clipNo = clipNo + btnNo*10; //get code >> 1
System.out.println("ClipID =" + clipNo);
return clipNo;
AudioPlayer.player.start(clipReady);
System.out.println("played");

----- e.printStackTrace();
}
System.out.println("x1");
```

Test 2. Clip Button Pressed by keyboard on "F"

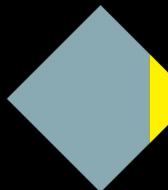
Source Design

```
Problems @ Javadoc Declaration Console
MusicaTrialView [Java Application] C:\Program Files\Java\jre
ClipID =11
ClipSource =java.io.BufferedInputStream@60fc955d
played
x1
ButtonID =12
ClipID =121
ClipSource =java.io.BufferedInputStream@28eale87
played
F pressed

clipNo = clipNo + btnNo*10; //get code >> 1
System.out.println("ClipID =" + clipNo);
return clipNo;
AudioPlayer.player.start(clipReady);
System.out.println("played");

----- e.printStackTrace();
}
System.out.println("x1");
```

Test Unitaire

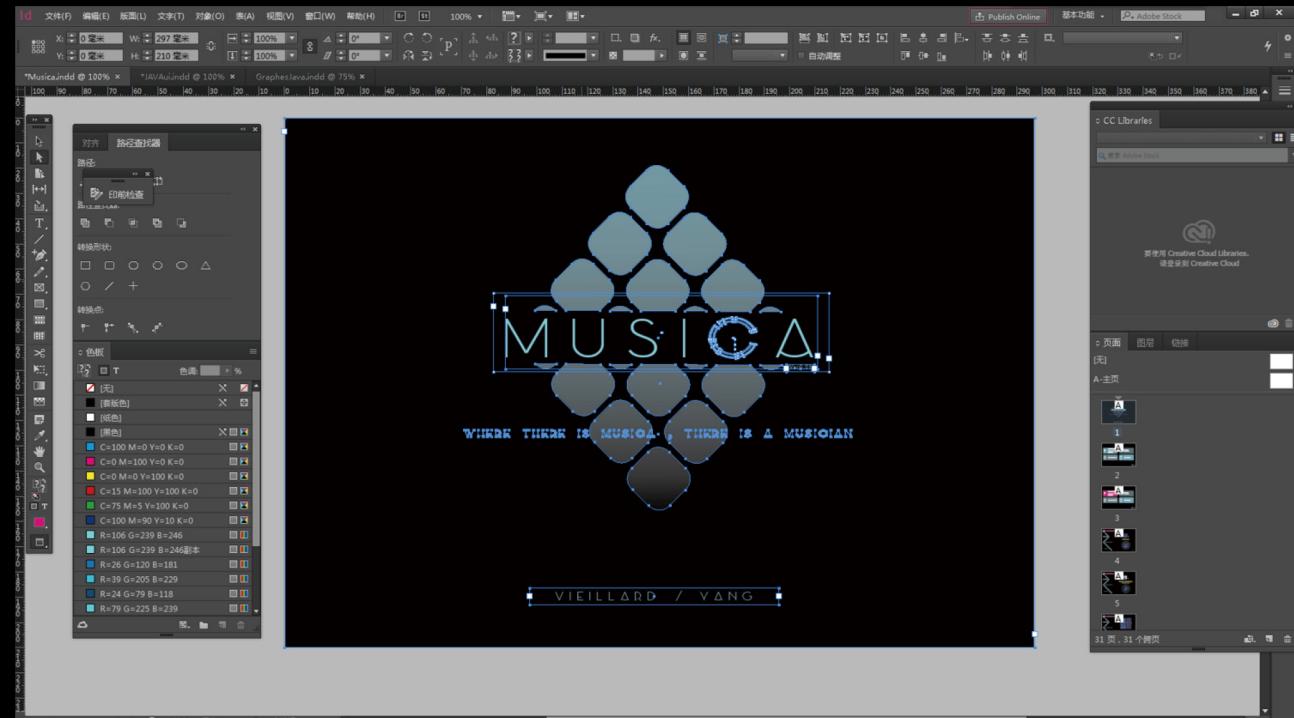


# JOURNAL DU BORD

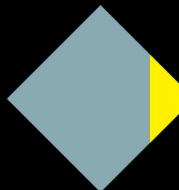
JOURNAL  
GLOBAL

EMPREINTES

ALBUM DE  
LOGICIEL



Dessin de diapo

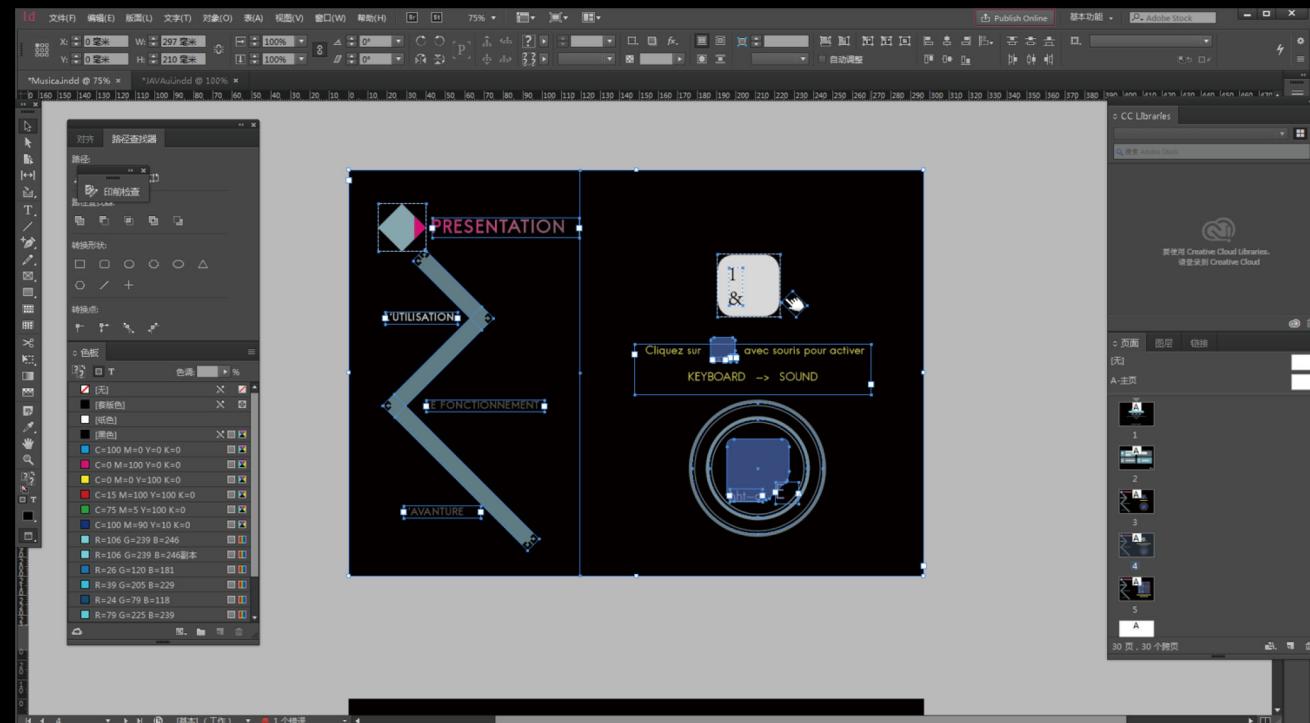


# JOURNAL DU BORD

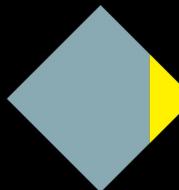
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EMPREINTES

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LOGICIEL



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# JOURNAL DU BORD

JOURNAL  
GLOBAL

EMPREINTES

ALBUM DE  
LOGICIEL



icônes

015  
036  
079  
139  
175  
189  
200  
135  
154  
157  
222  
Photo\_DongYin-1  
015  
036  
079  
139  
175  
189  
200  
135  
154  
157  
222  
Keyboards ID\_Trikey  
Band\_Last Reason & Ukiyo  
Design\_Colr Test Project - Shanghai AGC Music  
QQ Group\_24462676  
222

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## PRESENTATION

CAHIER DES CHARGES  
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## JOURNAL DE BORDS

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# DEMONSTRATION

DRUMS  
MODE

CHORD  
MODE

SYNTH  
MODE



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## JOURNAL DE BORDS

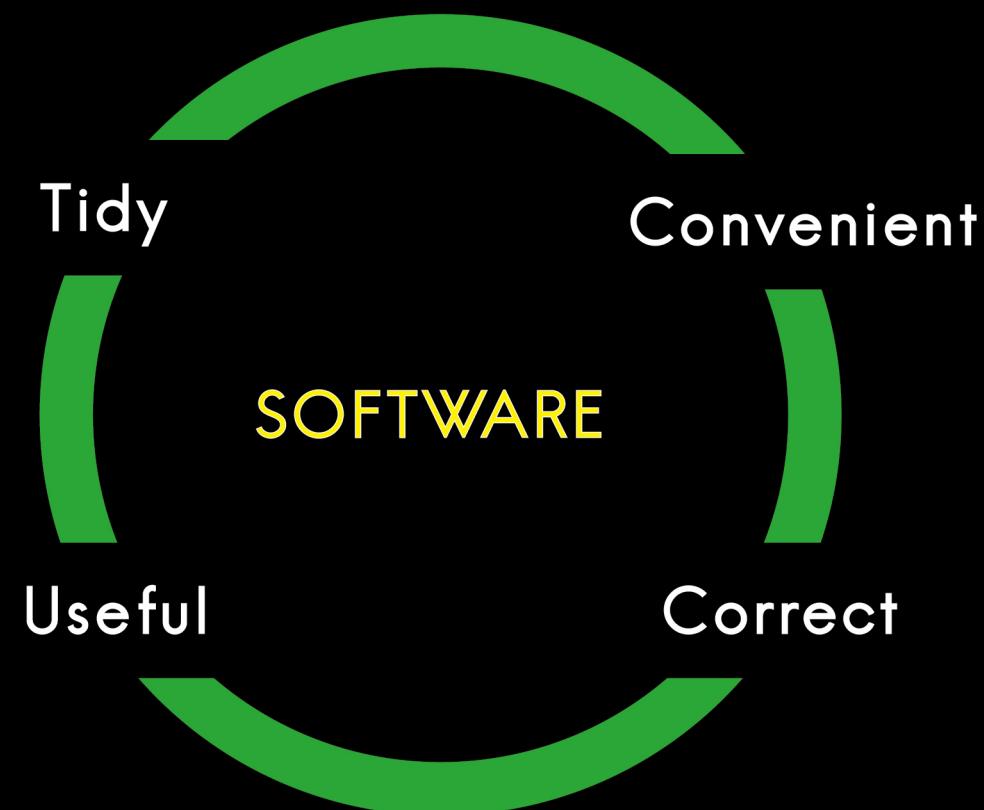
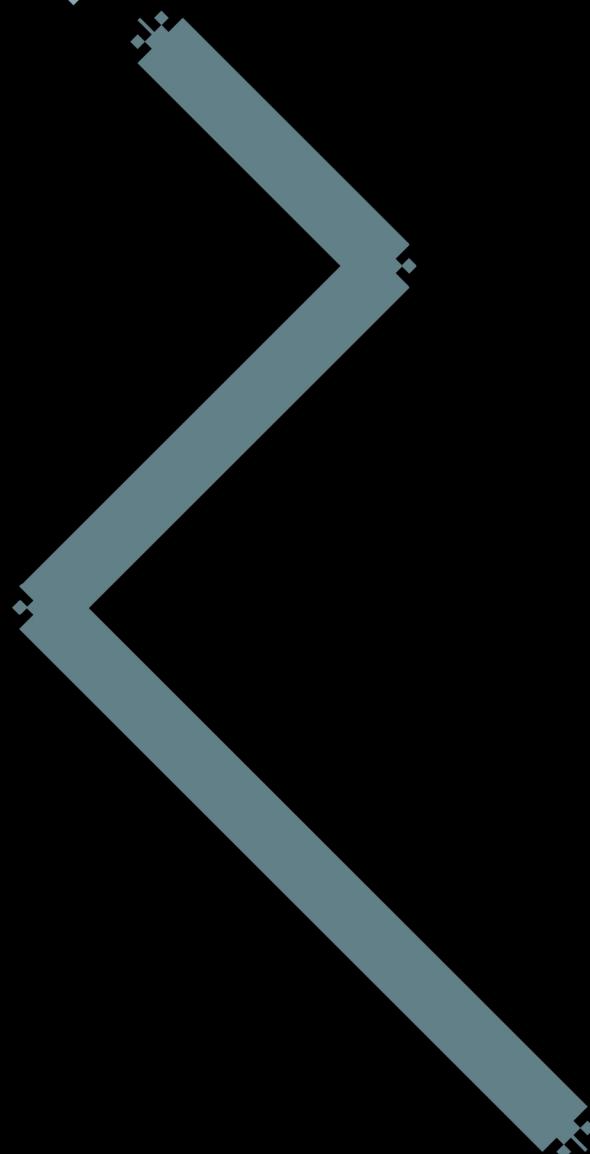
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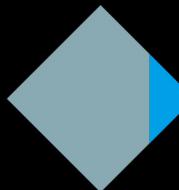
## DEMONSTRATION

C

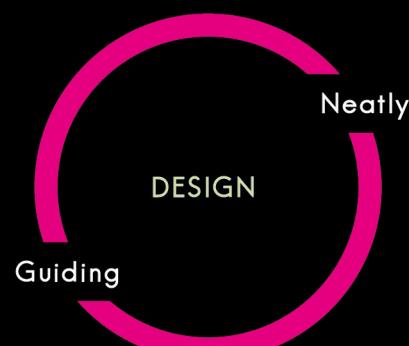
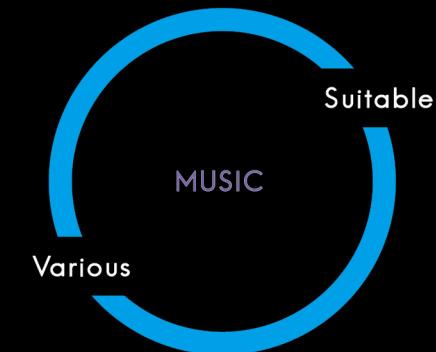
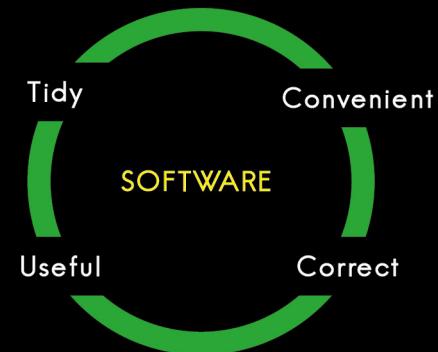
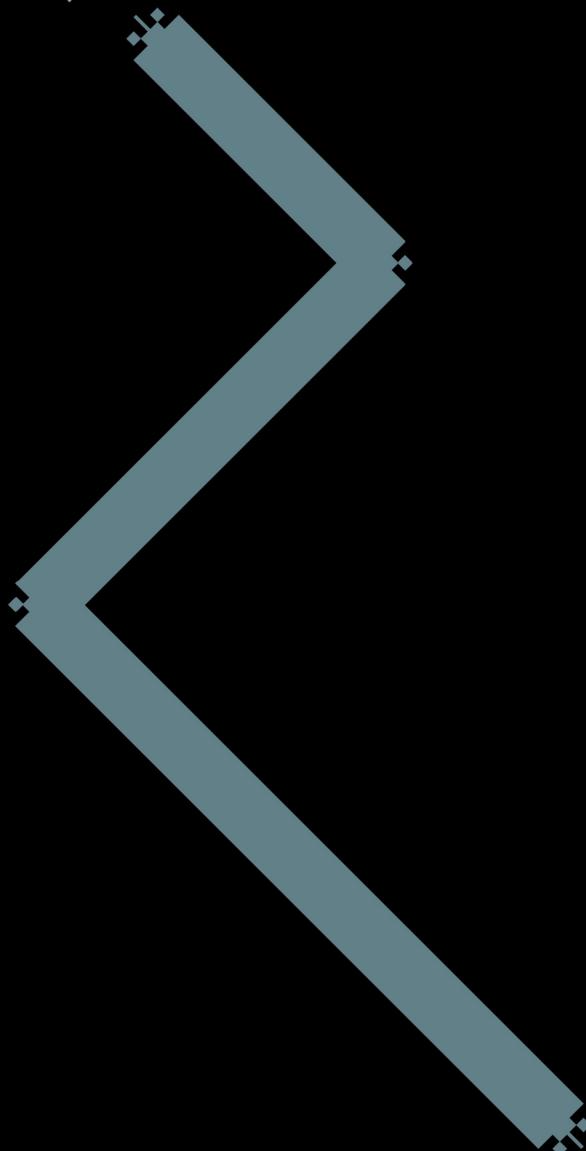
## CONCLUSION

# CONCLUSION

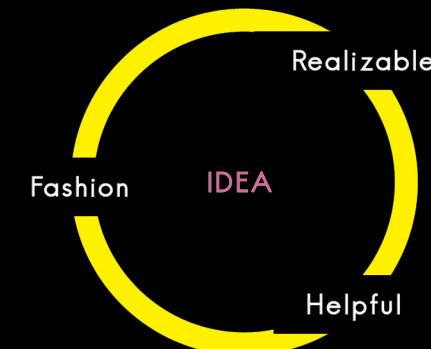


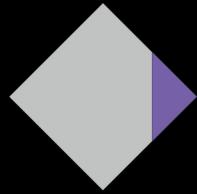


# CONCLUSION



**SOFTWARE**  
+  
**ART**





## Remerciement

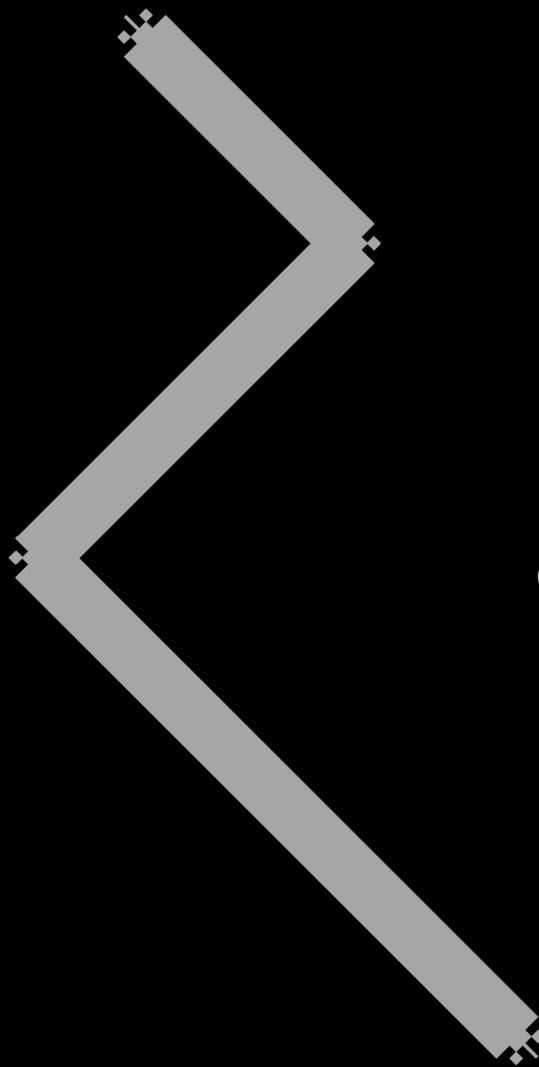
### Nos professeurs

Tuteur de projet:

M. Patrice Denis

Prof des cours fondamentaux:

M. Alan Zirek



### Les outils utilisés

NIKON D700 (photos d'icône)

Adobe Photoshop CC (icônes)

Adobe Indesign CC  
(l'interface graphique + le rapport)

Ableton Live 9 (instruments)

Fonts:  
Azedo/Hans Kendrick  
Source Han Sans/Adobe "Song"

P

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Ver0.01

WHERE THERE IS EIGSIEN , THERE IS A DREAM

