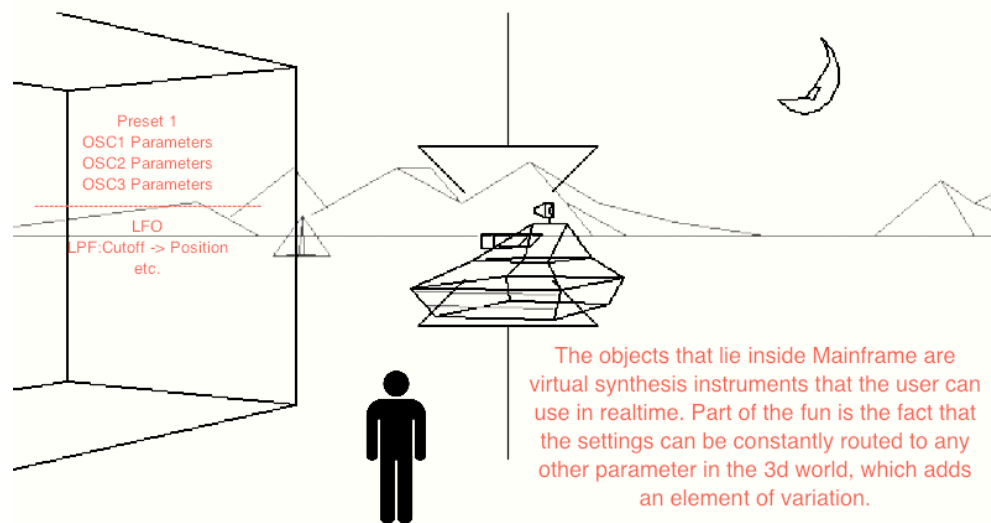


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## Final Project Proposal

Project Name: Mainframe  
Details:

The Mainframe aims to deliver an immersive music production experience for users. Basically, 1 or more clients/users can be connected into a 3d world created within Allocore. This 3d world is designed to be navigated just like a studio would. The user could go to sections of the Mainframe to access tools for live performance, such as synths and user-made patches. It would also serve as a visual layout of the tools the user has in the arsenal provided by Mainframe.



The overall look of the world is part wireframe and part 2-tone shaded. It will slightly resemble the Atari 'Battlezone' world but with the capability to produce music!

All the user has to do is navigate to a pre-defined area (highly customizable) to use various synthesis and sound making tools, of which their building blocks are provided by Gamma. The world also makes it easy to explore new sonic possibilities by allowing morphing of presets based on position in the 3d space, position of other users, etc. Being live and in realtime, the user can then sift thru what he likes and doesn't like. Presets are saved upon exit.

Moreover the user can hookup a midi/touchOSC controller and begin accessing Mainframe thru those controllers which will be almost like being in a virtual studio.