

The Music Box

A final project proposal by David Azar

Merging two projects

- Building a hardware instrument.
- Driven by tangible interaction.
- pComp + The Code of Music -> Twice the time, twice as big

The 3 principles

Robust

- Editable.
- Different behavior each time you approach it.
- Space for “happy errors” – not a perfectly closed system.

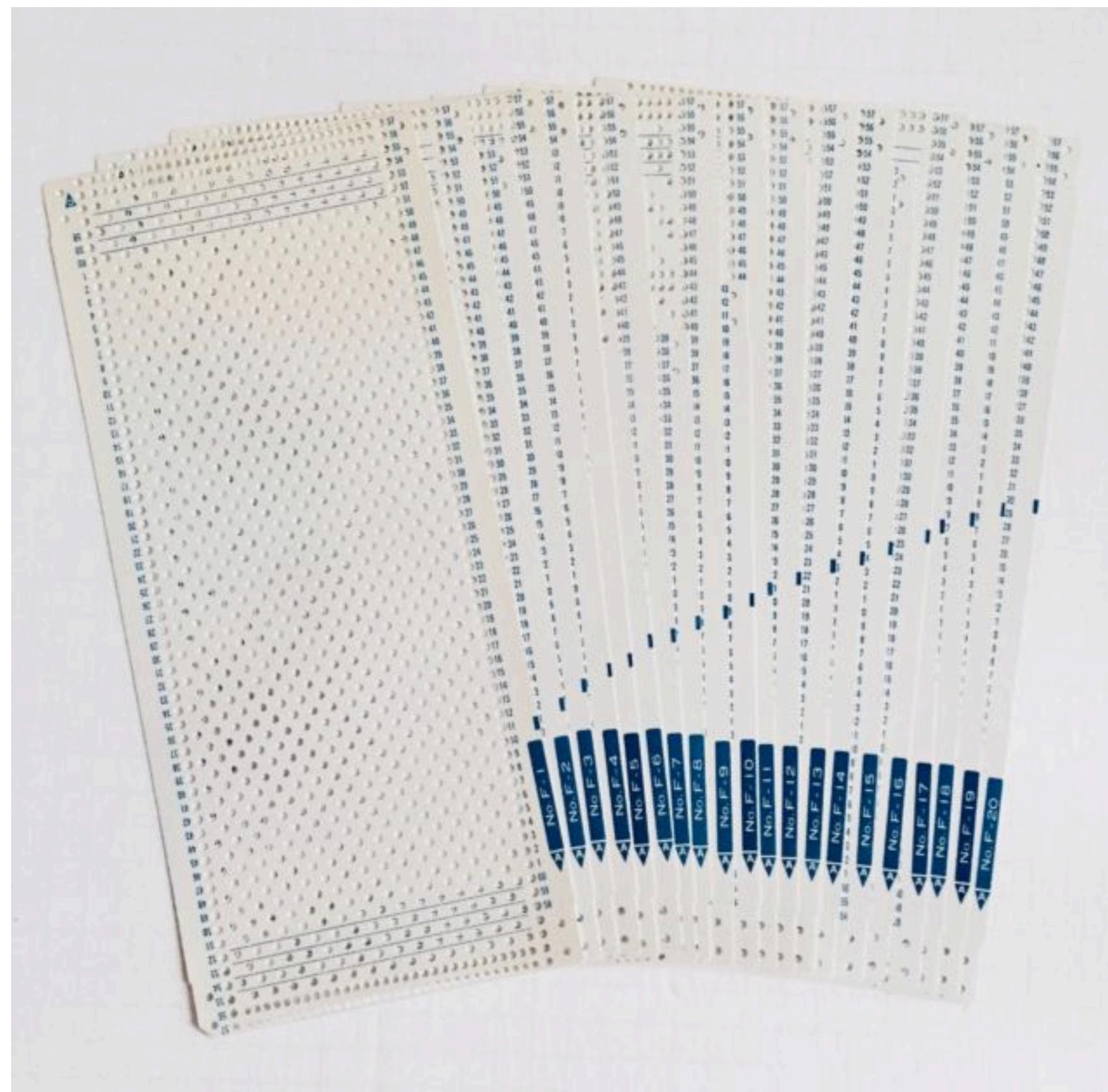
Tangible

- **No screen.**
- Manual and physical interaction – Driven by pulling, pressing and moving objects.

Unconventional

- Unusual controllers, yet familiar enough to be intuitive.

Inspiration



Inspiration



Inspiration



User in mind

Experienced
musician

- Can understand the parameters that they are affecting, gaining more control over the system.
- The system has enough depth so that you discover its features over time.

Everybody
else

- Interface and interactions are simple enough so that no music knowledge is necessary.
- System provides *some* structure

The 3 components

Melody

Harmony

Rhythm

Rhythm

- 4-track 12-step sequencer.
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Button grid with fancy lights

Polyrhythmic sequencer

Harmony

- 6-chord progression.
- 1 chord/ 2 steps
- Starting form root note to 7th of the scale
- Scales are adjustable.
- Root note is adjustable

Sliders for up/down motion in music

Harmonizer

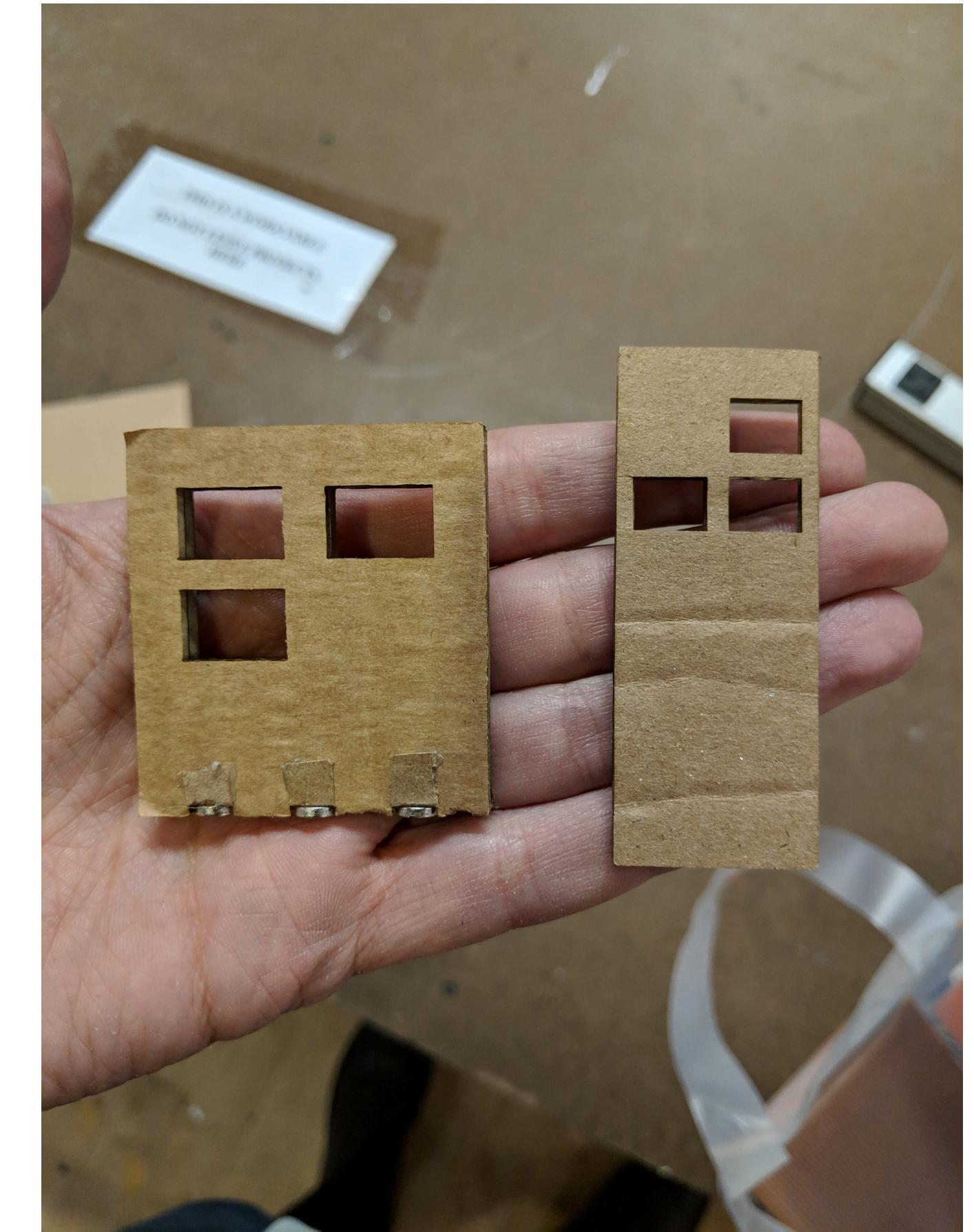
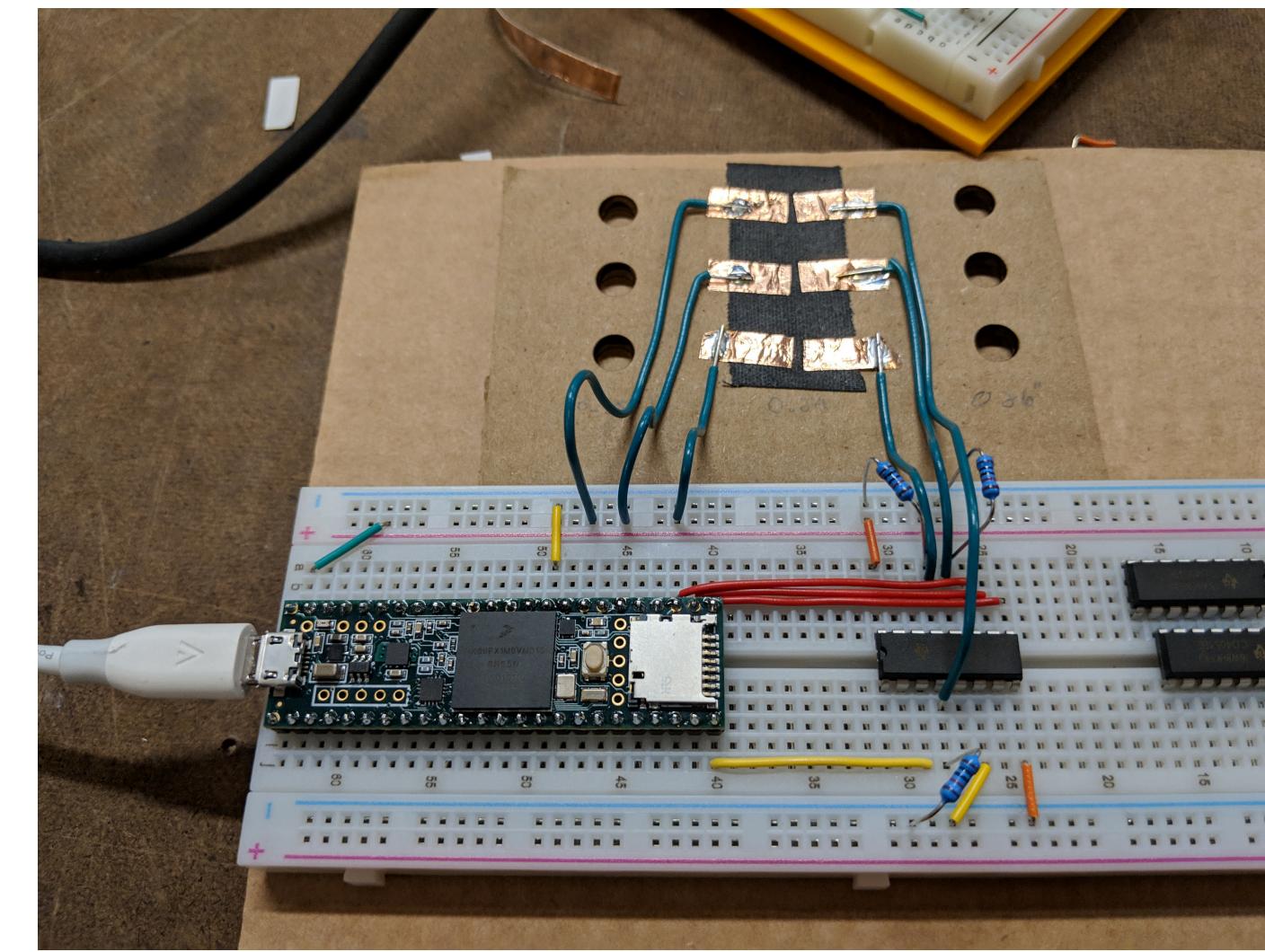
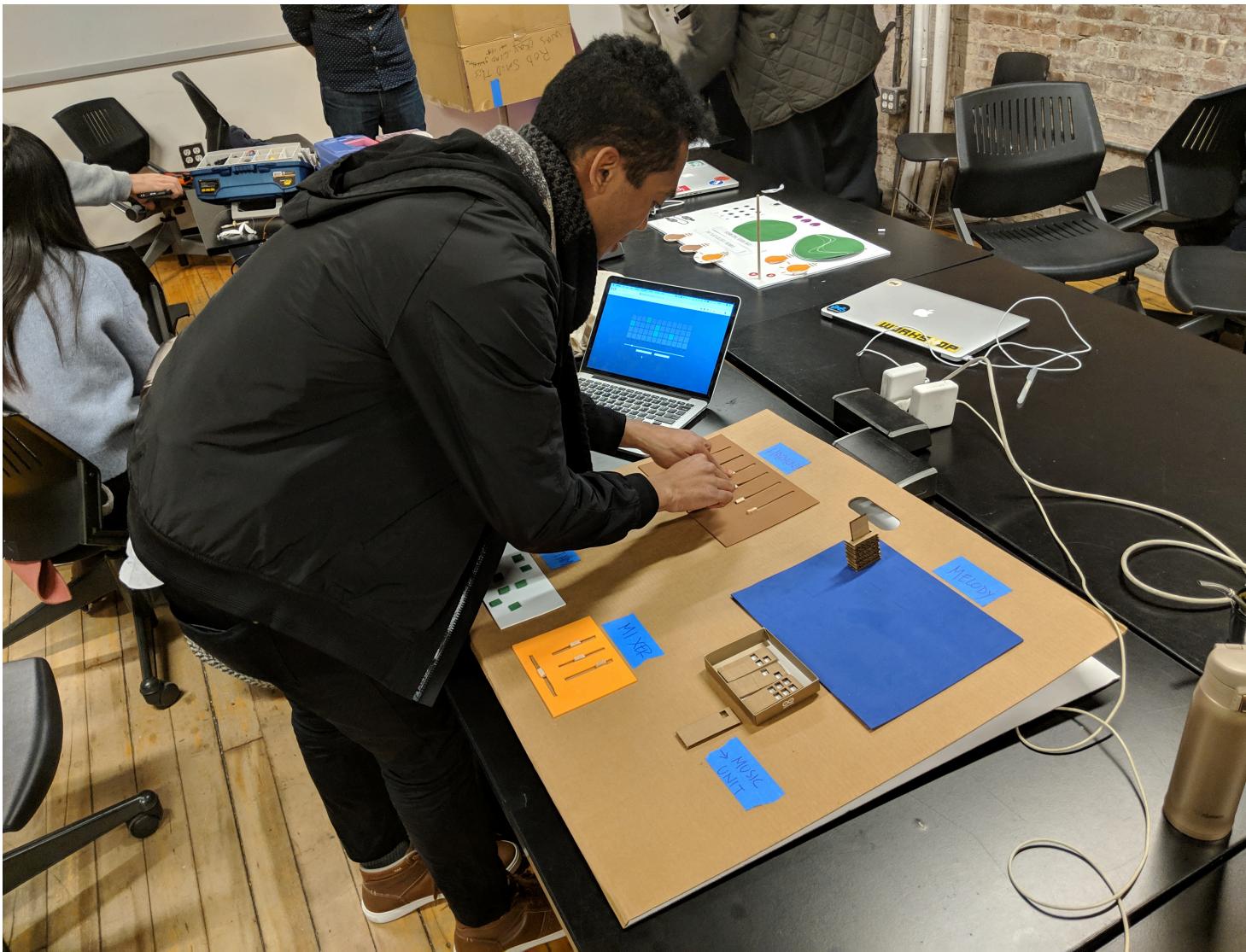
Melody

- Punch card system for inserting melody intervals.
- Music is relative to scale and root note of the Harmony section.
- Generative system based on the inputs – not a WYSIWYG

Punch cards with Braille encoding

Melodice

Current state



Thank you