**TP1: Project Proposal**

Project Description

My project, Violin Hero, will be an interactive application that aids in the practice of music, specifically for the violin. The user will upload an image of their sheet music and then play it into their microphone. The application will generate a report providing an overall grade, sections to focus on, and specific notes that were played out of tune. In addition, there is a gamified option, where the musician can learn their music in a guitar hero-like fashion. This makes sight reading enjoyable while still helping the musician learn new music.

Competitive Analysis

There are a number of existing games that have come out that are sort of like guitar hero but that help musicians learn real instruments. However, they are often pricey, require specific equipment, and/or don’t allow the user to upload their own sheet music that they have to learn.

In addition, there exists software that will tell you if you are on pitch, such as Tunable[[1]](#endnote-1), but this doesn’t have all the features that I am developing, such as the gamified sight reading and the uploading of sheet music from image.

Structural Plan

The back end will include one main function, broken down into several helpers. Both the

pitch and game mode will rely on this main function:

1. Comparison of live audio with sheet music
   1. Conversion of jpg sheet music to a MIDI file
      1. Conversion of jpg sheet music to a MIDI file
      2. Conversion of MIDI to wave
      3. Conversion of wave to list of pitches/times
   2. Detection of pitch/time from live audio
   3. Number crunching

The gui will include:

1. Pitch mode
   1. Visualization of sheet music
2. Game mode
   1. OOP visualization of notes
3. Help
   1. Explanation of project

Algorithmic Plan

The trickiest part of the project is easily converting the jpg sheet music to a list of pitches and corresponding times. After extensive research, I have found SheetVision on github, which utilizes OpenCV to detect notes along with flats and sharps, and converts this information to a MIDI file. From there, I can utilize another library called midi2audio, to convert the MIDI file to a wave. Finally, I can use a library called aubio to convert wave to a list of pitches and corresponding times and write this information in a txt file. Finally, I can read this file in python.

As for the detection of pitch and time from live audio, I will be able to use aubio again, which will allow me to detect the incoming pitch as it is played. By comparing these incoming pitches with the expected pitches I calculated earlier in my txt file, I will be able to generate statistics on how well the musician is playing.

Timeline Plan

1. Tech demo – show that I can detect pitch
2. TP1 – able to detect pitch and read from PDF, tell if same
3. MVP – graphics and system working with game implementation
4. TP2 – project complete, extra features added as time allows

Version Control Plan

I will be using github for version control. My repository is located at: <https://github.com/ejaynew/112tp.7yn>

Module List

I will be using a number of resources from github including:

1. SheetVision
2. MidiUtil
3. Aubio

In addition, I will be importing a number of python libraries including:

1. Opencv\_python
2. Matplotlib
3. Numpy
4. Pdf2image
5. Midi2audio

1. <https://www.fastcompany.com/1672227/an-ipad-tuner-visualizes-your-pitch-in-real-time> [↑](#endnote-ref-1)