



EECS 149/249A - 2018

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Project Goals

Happy Hands was designed to be full-featured, customizable, and playable through hand movement alone.

Musical features

- All 12 major keys available for selection
- Pitch bending for extra flats and sharps within a key
- Can play any number of notes at once, enabling complex chords

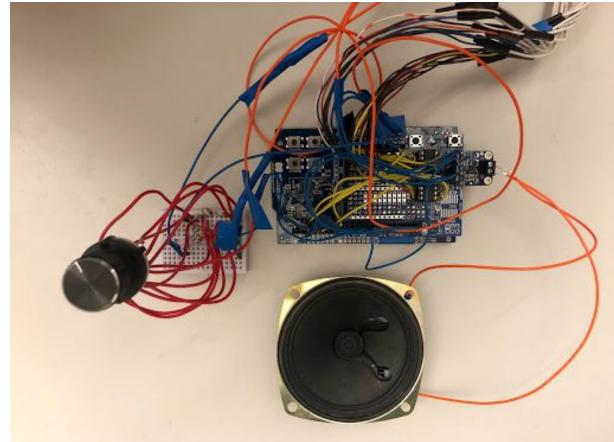
Controls

- 8 fingers for playing scales or chords and 2 thumbs for pitch bending
- Wrist-mounted accelerometer changes volume level with a shake

Customization

 Several different instrument soundboards are included (piano, cello, oboe), as well as software to easily generate even more





Implementation

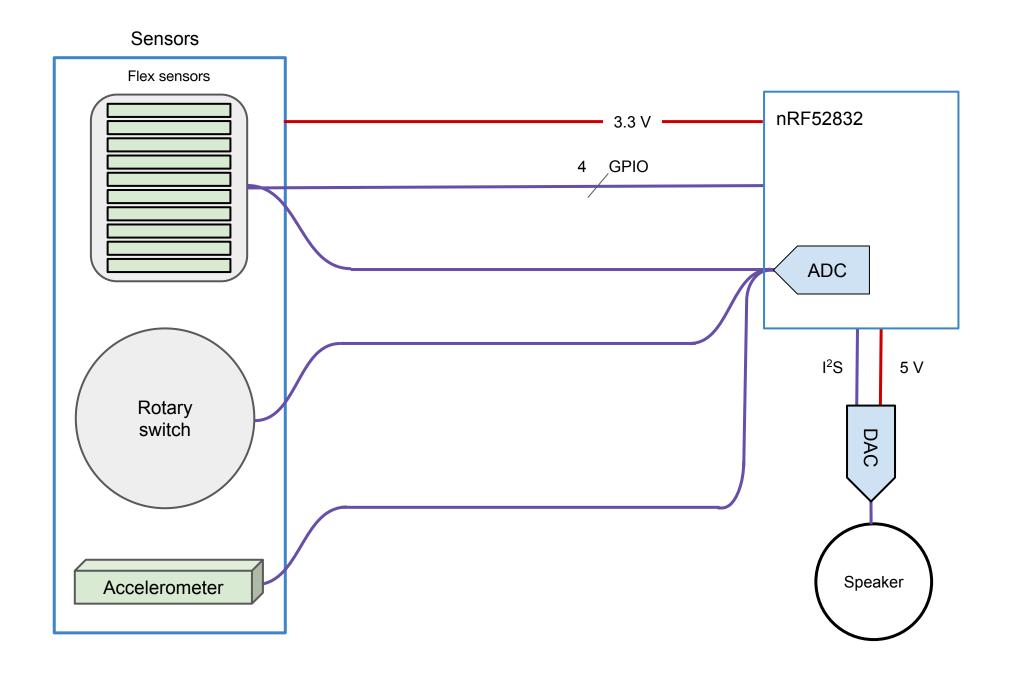
Hardware

- Nordic nRF52832 Development Kit
- Resistive flex sensors used to send variable voltages to ADC
- 12-position rotary switch
- TI 3-axis accelerometer development board
- I²S DAC + audio amplifier development board
- 8Ω speaker

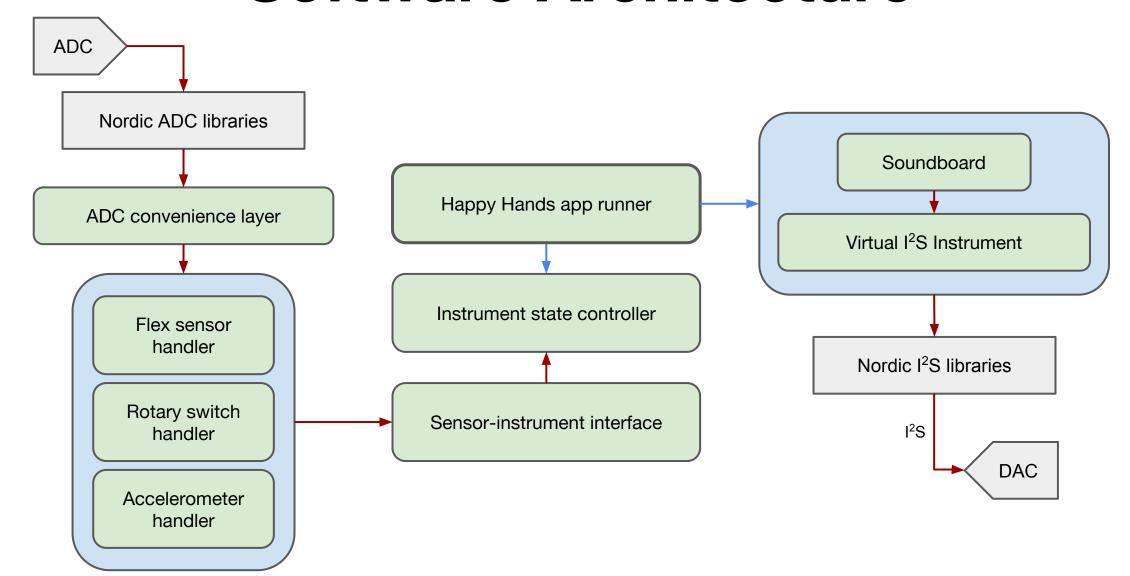
Software

- Musical notes implemented as ring buffers
 - (I²S clock frequency) / (ring buffer length) = output note frequency
- Note combinations calculated in real time and streamed over I²S, using a double-buffering strategy to avoid audio corruption
 - Precomputing chord combinations is unreasonable
 - C4 ring buffer contains 368 16-bit integers; E4, 276; G4, 232; C5, 174. LCM(368, 276, 232, 174) = 5,554,776 → 11.1 GB to precompute a single C major chord with a high C on top

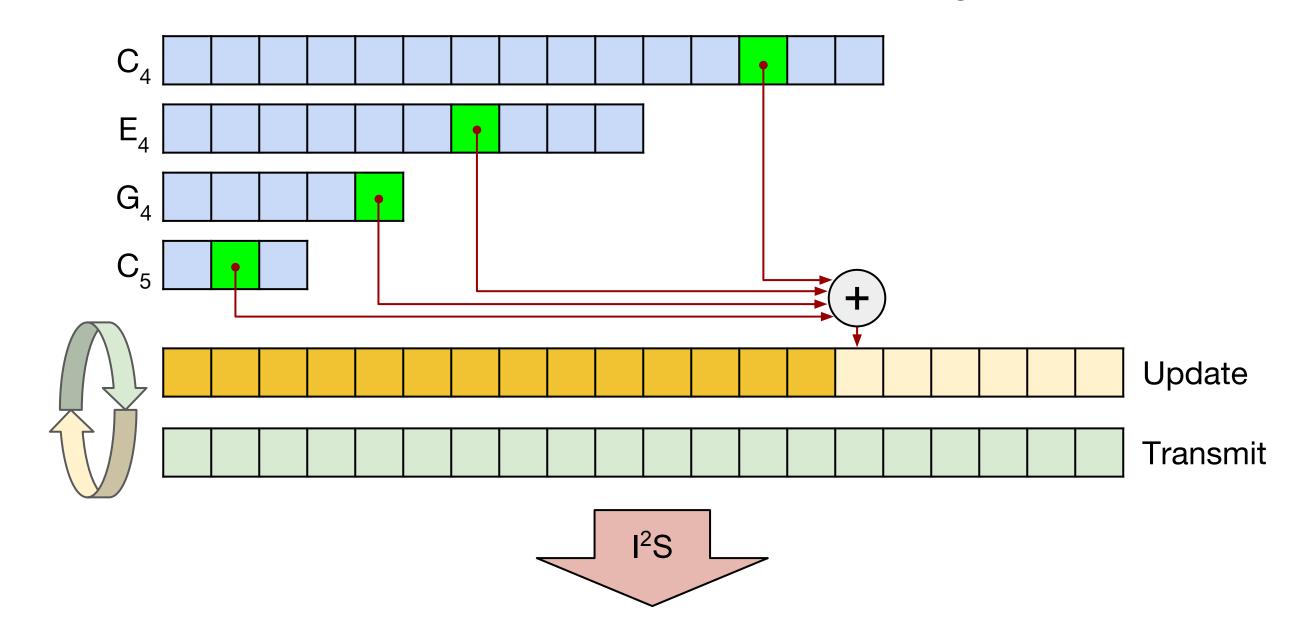
Hardware Architecture



Software Architecture



Chord Transmission with Double Buffering



Connections to Course Topics

- 1. Sensors
- a. Flex sensors, accelerometer, rotary switch
- 2. Input/Output
 - a. Analog inputs for sensor readings, GPIO ports to control multiplexers
 - b. I²S protocol for sound output
- 3. Type Equivalence
 - a. Instruments and soundboards can be swapped in and out
- 4. Interrupts and Polling
 - a. Accelerometer volume adjustment triggered by ADC high/low limit interrupts
 - b. Flex sensors are polled to determine which notes should be played

Evaluation

- 1. Instrument is usable and customizable
- 2. Arbitrary note combinations possible with new waveforms calculated in real time
- 3. Sound character preserved between low and high frequencies (see below)
- 4. Volume levels are distinguishable

