

Template:

Talked about:

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Worked on these docs:

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Feb 5, 2019

Talked about:

- Brunvand book: MAKE Synthesizer book
- How to share research info? Notes posted to the Slack? Pinned for future meetings
- Brainstorming peripherals to make the synthesizer project more interesting
 - Water pool MIDI input; play notes based on water pressure; visitor hands in water
 - Sectioned water pools; lit with LEDs; controls either settings or notes to synth
 - What are the costs of sensors? How much time will it take? Our first stretch goal should be an interesting, artistic peripheral that people can interact with on presentation day
- Device will probably have analog (?) potentiometers and a digital interface that saves the synth settings presets. The pots will have unlimited turning, and a hex display will show the current setting for each pot.
- We plan to have the synth connect to a computer, and have a lightweight desktop app save and load presets. Need to figure out this aspect through research; how difficult will it be to create this desktop interface?

Worked on these docs:

- Michelle started the mission statement doc

Feb 21, 2019

Talked about:

- Questions to answer for next meeting:
 1. What is the difference between analog and digital circuits?
 2. How do analog synthesizers take in and modulate data?
 3. How will our digital interface save and load presets?

4. How to MIDI keyboards interact with analog synthesizer?
5. How do MIDI keyboards generate analog signals?
6. How do analog signals work? How does the synth make sound?
7. How will the desktop program connect to our synth? What cable will it use?
8. What types of modulation should we put in our synth? How do they work?

Notes from meeting:

Contract: never have incomplete meeting, be transparent about concerns, minimum 3 hours per week, define tasks for each week

Note: should listen to sound examples in our research

- All of us will be present at every meeting; if one of us can't make it, then reschedule
- Address interpersonal problems out in the open; criticize a team member within view of the other two, don't complain to a single other team member in private
- Devote a minimum of 3 hours per week to this project outside of meetings
- Define specific tasks for each team member during each meeting; deliver the result of these tasks at the next meeting

Worked on these docs:

- Team contract