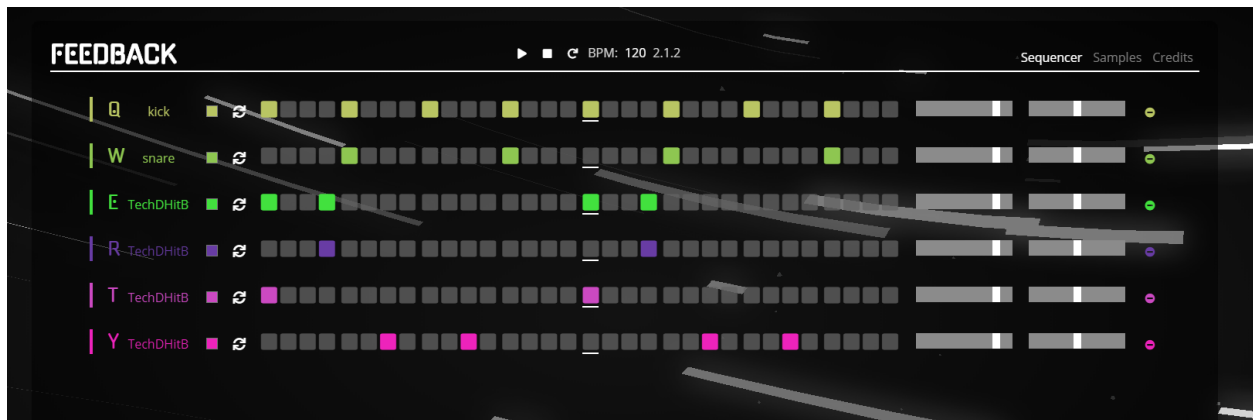


FEEDBACK – Online Sample Sequencer

To test the website, it must be hosted!



Inspiration

Over the past couple of months, I have been playing with Ableton Live, a full-fledged digital audio workstation. Unlike other music production software, Ableton Live was originally made for live music. My favorite feature of the software was the ability to create loops on the fly and add them to your song. This is where the idea for my project stemmed from.

Description

'FEEDBACK' is an online sequencer. You can select samples from the list and make beats with them. I was very ambitious and originally planned to have much more features (effects, record sample with microphone, animated lines react to music, etc.). Unfortunately, I couldn't implement all the features in time. Just like any other musical playground online, this is nothing but a toy. I doubt you can create the next smash hit with this, but you're certainly welcome to prove me wrong!

Features

- Play/Stop buttons.
- Reset button to clear the sequence.
- BPM that can be changed.
- Measure.Beat.Step counter.
- Add samples from the list of samples in the 'samples' tab.
- Once a sample is loaded, a new track will be created in the 'sequencer' tab:
 - Each track has two modes: loop and one-shot.
 - Trigger a track by pressing the track button (ex. 'Q') **or by pressing the corresponding keyboard key.**
 - Rename tracks simply by clicking on the name (ex. 'kick')
 - Change the color of a track by clicking on its color box.
 - Set the mode of the track with the loop button: loop or one-shot.
 - Change the volume of a track with the volume slider.
 - Change the pan of a track with the pan slider.

- Delete a track by pressing the delete button.
- When a track is in loop mode, click on the sequencer boxes to make a beat and then trigger the track.
- Triggering tracks that are in loop mode will be **automatically synced**. The indicator (line on the left of the track) will blink in the tracks color to show that the track will start at the next iteration. The indicator will blink grey to show that the track will stop at the next iteration.
- Up to 26 tracks can be used at once.
- When a track is in one-shot mode. The sequencer will be disabled, and the track won't be synced. The only way to trigger the track is by pressing its button. It is best to use the keyboard in this mode. If you're lacking inspiration, the one-shot mode can help you find some.

External Libraries

- Icons are from Font Awesome 5.
- 'Gugi' and 'Open Sans' are from Google Fonts.
- [Tone.js](#): a framework for creating interactive music in the browser. It provides advanced scheduling capabilities, synths and effects, and intuitive musical abstractions built on top of the Web Audio API. This library was used to build the audio framework of the website.
- The fancy flying lines are a barely edited demo of AnimatedMeshLines (a framework built on THREE.MeshLine.js that uses GSAP).
- The neat little scroll bar is SimpleBar.

Files Breakdown

- bg.js – I didn't write this. This is from the AnimatedMeshLines demo.
- data.js – I wrote this. This is the list of all samples and keyboard keys.
- favicon.png – Pretty self-explanatory. Icon from Font Awesome 5.
- gsap.js – I didn't write this. This is from the AnimatedMeshLines demo, it is the basis of the animating engine.
- index.html – I wrote this.
- script.js – I wrote this. This is the main script file.
- style.css – I wrote this. This is main stylesheet.
- samples – This is the folder of all samples. All of them are royalty free and were found online.
- defaults – This is the folder of default samples that are loaded at first.