

‘Sirius Web Digital Audio Workspace Proposal’

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01-05-2021

Overview

Coming from a musical background and interest, I've always wondered why digital audio workspace (DAW) softwares used in musical production is expensive and hard to use. I currently use Logic Pro X to produce hip hop music for artists and I want to share my knowledge and make my own digital audio workspace called “Sirius” for beginners. As it was a huge learning curve for myself to learn music, the sole purpose of this project is to help individuals who are interested in musical production use a simple and easy tool that allows them to make music. There are many digital audio workspace softwares in the real world that are used for professional production like Ableton, FL Studio, Logic Pro X (Mac), and many more. The goal of this project is for me to apply both my musical and technical backgrounds to build a simple digital audio workspace web application for users to produce beats.

Main Objectives

As there are many objectives I would like to get done for this project, I would like to state my main goals first. My first goal is to satisfy users with a user friendly web application. The next goal I would like to aim for is for users to get a better understanding of how music is made. I would hope my web application gives users a better understanding of music. Another goal I plan on achieving is satisfying users with the enjoyment and creativity of music. Thus, for my objectives, these are the main features that will be implemented for this project: Allowing users to add and remove tracks, let users use existing MIDIs for tracks, let users create MIDIs, let users play tracks, and let users save tracks they've created. For these goals and objectives to be accomplished, forward to the bi-weekly timetable included in this document.

Equipment Requirements

As there may be more tools and plugins used for this project, these are the required equipment that will be used for this project. The project will be done on a MacBook Pro using NodeJS.

Deliverables

- i. Research and collect summaries about the creation of DAWs.
- ii. Start implementing and finish the DAW using a text editor/IDE.
- iii. Start and complete the final report.

Bi-weekly Timeline

Date	Task
Jan 22	Research and experiment DAWs and DAWs sources codes.
Feb 5	Research and produce summaries on common hip hop musical templates for beginners of music.
Feb 19	Begin working on the implementation of the DAW.
Mar 5	Continue working on the implementation of the DAW and submit the mid-term report to the supervisor.
Mar 19	Finish the implementation of the DAW and start working on the report.
Apr 1	Complete and submit the final copy of the report.