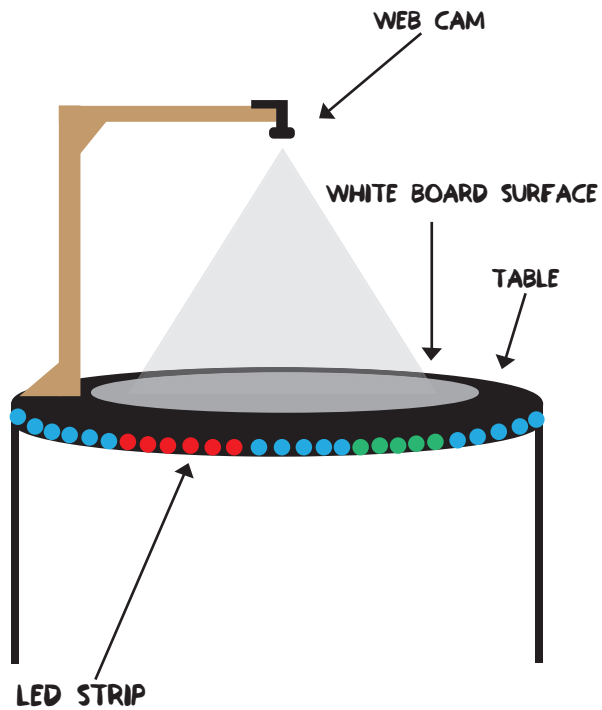
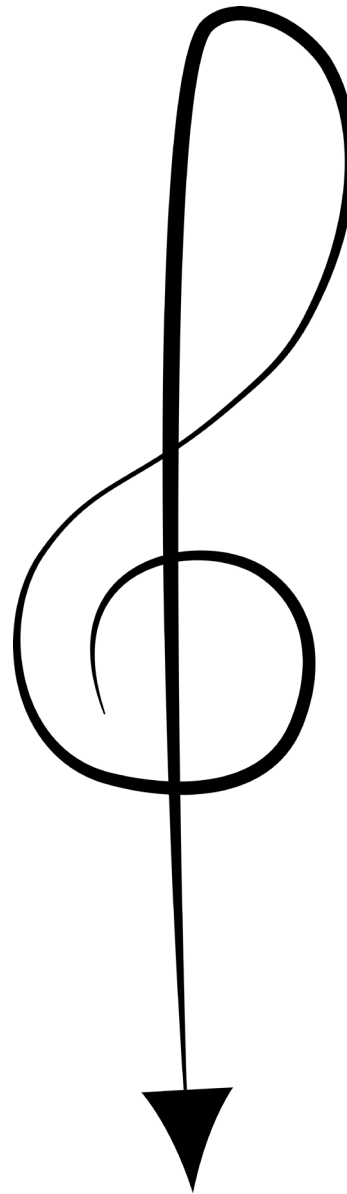


# ARTEMIS TABLE

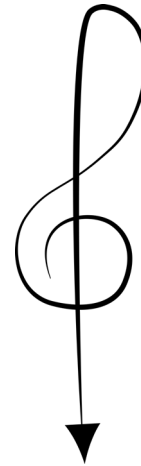


The physical table of artemis consists of a round table with a whiteboard surface sitting in the center alongside pole that holds a webcam and small light which is on the table and hovers over the whiteboard surface. ARTEMIS is built with LED lights which are strapped around the table to intuitivly let users know the progression of the music. ARTEMIS also utilises basic whiteboard markers for people to use and draw on the surface.



**BROKEN CHORDS**

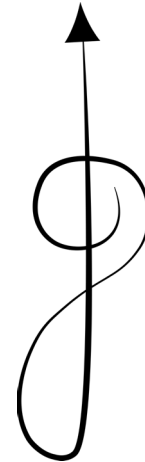
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**BROKEN CHORDS**

**FEATURING**

**ARTEMIS**



# PROBLEM SPACE

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Music is a huge commitment to learn and create. Learning an instrument isn't something that you can master overnight, it takes years of practice to gain the technical skills to play and comprehend music and even longer to compose your own piece of music. Time and technical skill are the biggest hurdles when it comes to learning about music. Expressing yourself through music is not something that anyone can do, as these entry barriers take years of hard work to circumvent. In the early stages of learning an instrument, there is common lack of technical skill for the chosen instrument and it can be a very frustrating process to gain those skills.

When learning music at an early age or even any age the lack of technical skill as well as peoples varying patience makes the process of learning an instrument and musical composition even harder and can often discourage people from continuing to learn their instrument and music.

## THE SOLUTION

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At Broken Chords, we believe that musical creation should be for everyone, not just those who have trained their whole life. Over the past few months we have created a platform that allows those that have never seriously attempted to create music before to express themselves, begin to make music, and understand the ways in which music is constructed. The platform is designed to invite a creative and collaborative environment for music, where people can learn from each other as they explore at their own pace. The platform requires very little technical skill to utilise it to its full potential. This casual user driven approach to learning music will allow anyone to learn music. We have named this

# ARTEMIS

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Augmented Reality Teaching Everyone Music In Society

ARTEMIS is a round table with a whiteboard surface, that people can interact with through drawing with markers. ARTEMIS will create and play music based on these drawings, taking into account colour and position. People can draw from all sides of the table, so multiple people can work together to create a single piece. Artemis invites an explorative and collaborative environment where people can learn basic compositions of music together while creating a piece.

## HOW IT WORKS

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ARTEMIS is able to recognise where people have drawn, and the colours they have used to draw, and can interpret this information as music. It reads the drawings in a circular pattern, reading around the centre of the table, with the light showing its progress through the piece. Music is done in real time, so as you draw you can get almost instant aural feedback. Artemis uses a webcam to pick up the colours drawn on the surface, and sends that data through software that determines the pitch and timbre of the sounds.



# ABOUT US

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## DOMENICO POUTANEN

My name is Domenico Poutanen and I am the main software developer of Broken Chords. I am currently studying in my final year of bachelor of Information technology Degree.

## BOSCO BARTILOMO

My name is Bosco Guilgliemo and I am primarily a software designer of Broken Chords. I am currently in my final year of my bachelor of Information Technology degree with Software design major.

## KEVIN LEONG

My name is Kevin Leong and I am software developer as well as a designer of Broken Chords. I am currently in my final year of my bachelor degree of Information Technology with a major in Human-Computer Interaction.

## AARON CURTIS

My name is Aaron Curtis, I am more of traditional designer with experience in electrical engineering. I am currently in the 3rd year of my degree in Bachelor of Multimedia Design.