

Koso Suzuki
Jack Dangremond

Our player will create bass lines and effects, by adding filters to change the sound quality

The challenge for this project is the use of Markov Chains

Koso will implement the Markov Chains for the bass line, and it would react to changes in input with density, complexity, and pitch range. Jack will work on adding effects to the sound and make it manipulatable through touch OSC.

For Koso's role, design documents, code and test cases will be created.

The description of Jack's role it will be included in the README file for the entire project.