BoiteARItmac

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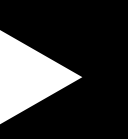
PLAY
▶

Summary

Concept
Algorithmic approach / Work steps
Aesthetics
Demo
Our problems / Conclusion
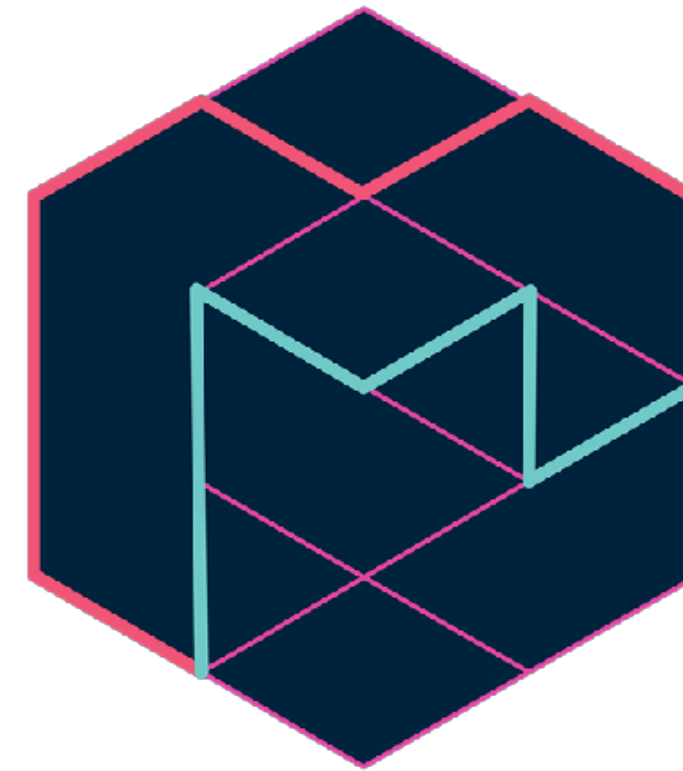
I) Concept

1st idea : auto melody

  -Troubles with AI

2nd idea: auto drums

  -FL Studio inspiration
  -Choice of the styles

II) Algorithmic approach / Worksteps

Find the right AI
Train the AI
Creation of different
drums patterns
Adaptation of the AI:
   - Switch with the different
styles
   -switch with the different
tempos

```
function playPattern(pattern) {
    switch (seedPat) {
        case seedPattern:
            bpm = '8n';
            break;
        case seedPattern2:
            bpm = '10n';
            break;
        case seedPattern3:
            bpm = '16n'
            break;
        default:
    }
    sequence = new Tone.Sequence(
        (time, { drums, index }) => {
            drums.forEach(d => {
                drumKit[d].start(time)
            });
        },
```
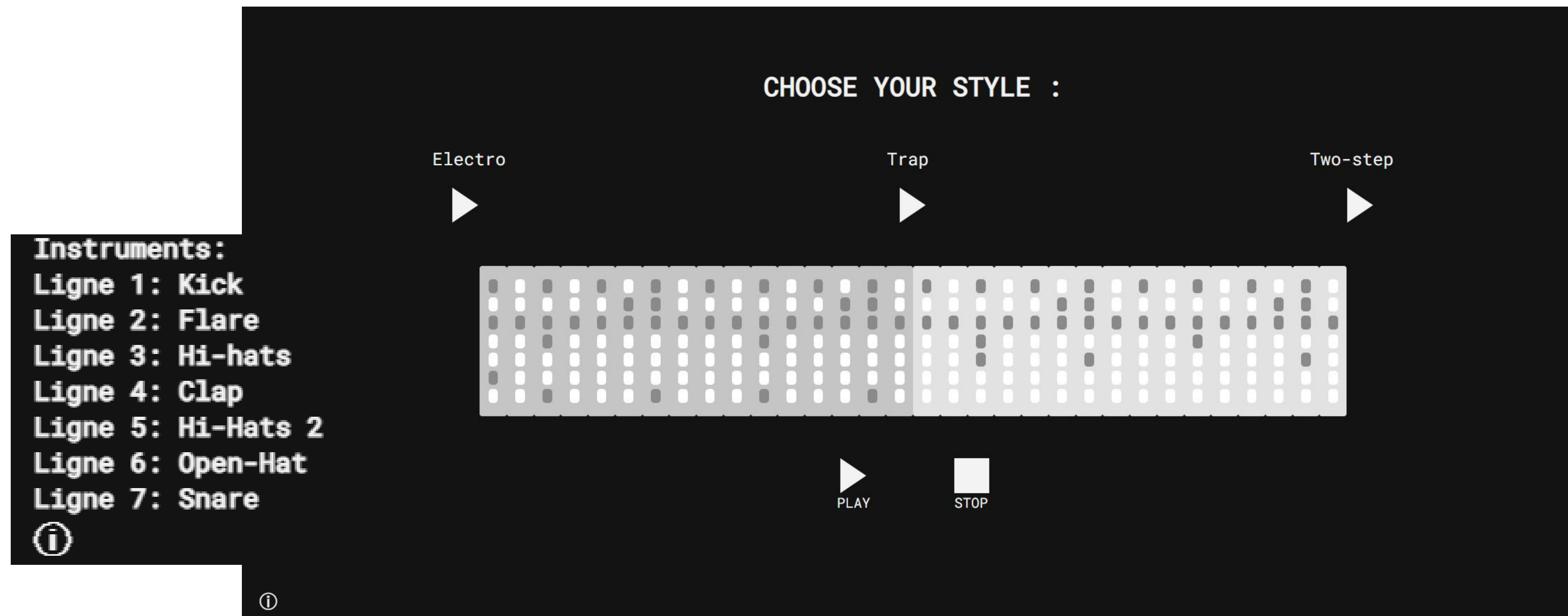
```
var seedPattern3 = [
    //patern 2step
    [0],
    [1],
    [2, 4],
    [],
    [6],
    [],
    [2, 4],
    [0],
    [],
    [],
    [2, 4],
    [],
    [3, 6],
    [1, 2, 4],
    [0, 1],
    [3],
];
```

III) Aesthetics

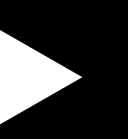Uncluttered -> simple to use

FL Studio drum rack inspiration

2 patterns of 16 times:
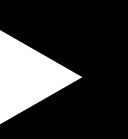- first one saved by us
- second one generated by the ai

DEMO

PLAY

▶

Problems encountered

THANKS FOR YOUR ATTENTION

STOP