

Activity: Customizing the theremin

How can we make the frequency and amplitude dependent of x and y (horizontal and vertical pointer locations)?

	<i>x</i>	<i>operation</i>	<i>number</i>	<i>freq (Hz)</i>
<i>Min</i>	1	*		_____
<i>Max</i>	500		_____	2000

Code:

freq = x * _____

	<i>y</i>	<i>operation</i>	<i>number</i>	<i>amp</i>
<i>Min</i>	1	/		_____
<i>Max</i>	500		_____	1

Code:

amp = y / _____