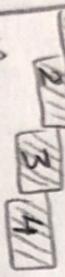


STORYBOARDED 15-112

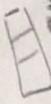
Pygorgeboard

[Import] [Combine] [Music] [Premake]
[Reference] [Save]



- Import .wav file from user's directory. Have it added w/ a number at the bottom.

pygorgeboard



[Import] [Combine] [Music] [Premake]

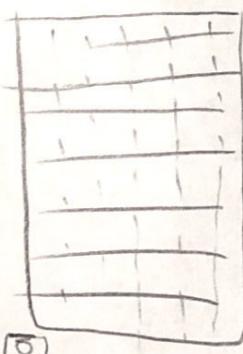
Piano Keys External audios

- Existing sounds at different tempos available for users to choose from. (pre-made drumbeats, piano chords, melodies)

pygorgeboard

Button to play selected piano.

- For each line in each audio segment user can split the audio, add effects, and delay it.



Copy

pygorgeboard

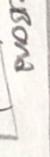
Button to play selected piano.

For each line in each audio segment user can split the audio, add effects, and delay it.

- Next button allows user to go to next screen. Next screen is as follows:



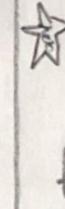
pygorgeboard



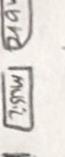
[Import] [Combine] [Music] [Premake]

Piano Keys External audios

- Direct overlay b/w 2 existing audios. New file exported in directory.



pygorgeboard



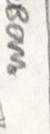
[Import] [Combine] [Music] [Premake]

Piano options:
Octave
Duration
Style? (maybe)



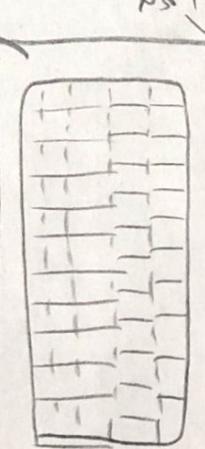
- Virtual piano made to test piano as soon as record audio. Recorded segment added to audios at the bottom.

pygorgeboard



[Import] [Combine] [Music] [Premake]

Piano Keys External audios



- list of audios
- each line for selected audio

- A separate line is created for each audio segment. Length of line depends on length of audio's current relative to other segments.

- After user is done making music with their music + making experience they can choose what they want to name their final file and then proceed to exit the program w/ their file in their directory.

- After user is done making music with their music + making experience they can choose what they want to name their final file and then proceed to exit the program w/ their file in their directory.