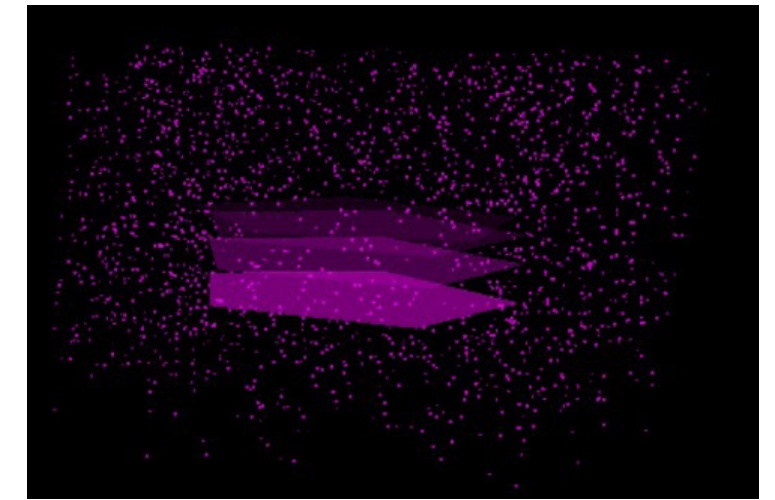


Crash

The crash represents the wildest and most wrapping sound of the drum set. It represents a change, an explosion of sound. Because of this, the visualization of the crash has to represent the same thing. The crash in our representation is a sphere, which as it expands, throws an explosion of particles all over the place, that swiftly fly outwards in all directions, until the sound stops.

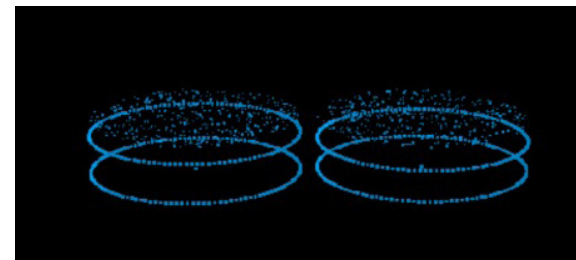
VDRUMS

Bring the mind of the drummer to life.



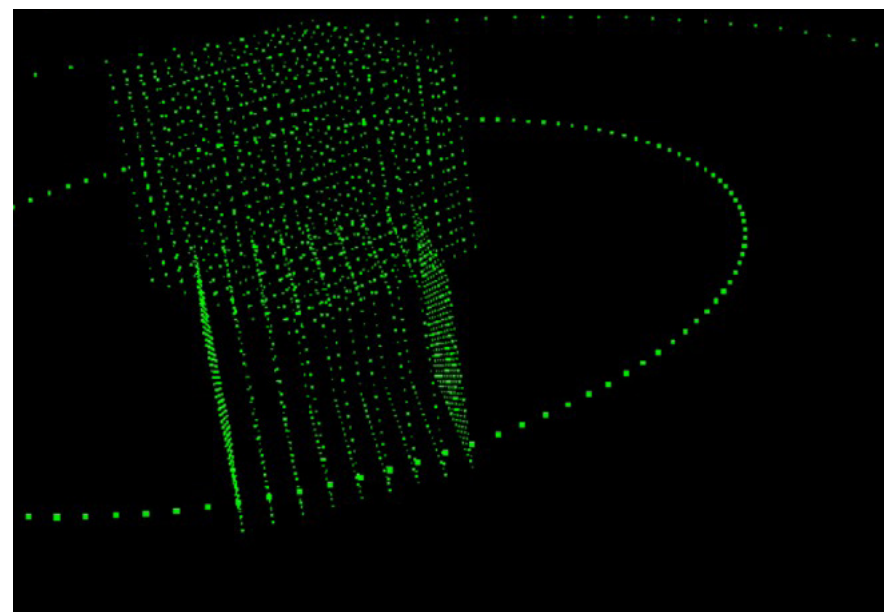
Ride

This cymbal usually has three different sounds, but for the sake of this project, only one of them will be used. The ride (unless struck on the border, which won't be used for this project) is a more contained sound than the craziness of the crash and its representation demonstrates it. As the user hits the ride a tornado of particles splashes out of a circle. The tornado appears as long as the sound of the ride plays.



Toms

The toms are shown as small and short cylinders. When hit their height changes, without moving the base, meaning only "growing" upwards. From the upper base of the cylinder particles are jumping out.



HiHat

The Hi Hat is represented by two cubes, one on top of the other floating with a little bit of distance in the Y axis in between (Aligned in both X and Z axis). Since the Hi Hat has normally two states, so has the visual representation.

Bass

The bass drum represents the base of the rhythm in the drum set. For this reason, the bass is the floor on which every single piece stand, as a plane in the 3D room.

Floor Tom

Much like the other toms, the floor tom is a cylinder, but one bigger, wider and heavier erecting upwards from the floor. This cylinder does not only change its height, but also its radius when its triggered