

Final Assignment Milestone

Team Members:

Philip Hunter McCurry (SUNet ID: hmccurry)

Proposed Features:

- **Stylized, “2-and-a-half-D” non-photorealistic rendering of notes and connections, using textures and lighting:** Mostly implemented. Have not put in lighting and shading yet, but 3D geometry is fully constructed. Need to create texture for paper-like background
- **Background and foreground textures involving particle motions:** I have scrapped this feature for time-constraint reasons
- **Non-physical “physics” engine involving spring-like node clustering, avoidance:** Fully implemented
- **Fluid and seamless camera motion to follow/track the motion of the player through the note-graph:** Implemented, needs tweaking
- **Motion-blur:** I have scrapped this feature for time-constraint reasons
- **Shadows:** I will be adding shadows for all of my geometry to add a sense of depth and relief
- **Full-screen anti-aliasing:** I will be rendering the display at some multiple of the screen resolution and doing interpolation to get it back down to screen resolution. This should remove many jaggies in my visuals.

Audio Features:

- **Realtime audio analysis of pitch, amplitude and tempo in MaxMSP:** Implemented.
- **Network communication between graphics and audio software over OSC:** Implemented
- **Background sound design elements act as “accompaniment” and thus respond to pitches, melodies, harmonies played in by user:** I have a good start here, but will need to decide how much to do
- **Sound playback elements comprised partly of audio recorded live from the player’s instrument:** Functionality implemented. I need to determine how to best use this.