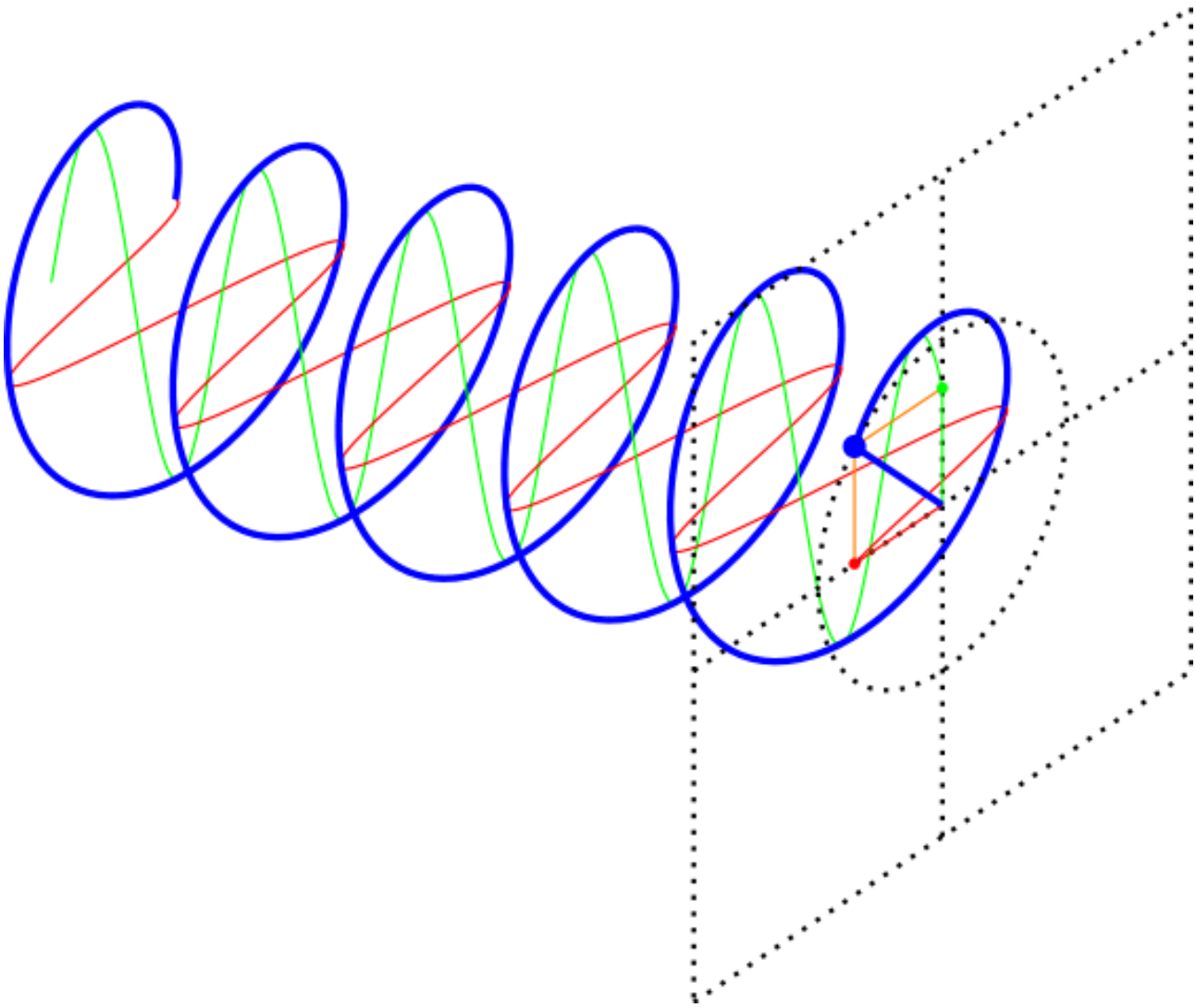
Circle Music

Richard Hughes



Performer: chooses any real number ($x_0 \in \mathbb{R}$) which is applied to both functions.
selects desired speed from the range 30bpm to 200bpm.
ends the piece. (go to: http://tinyurl.com/RHCircleMusic)

```
};

var start = function(fn_input, bpm) {
  var x = get_next_x(fn_input);
  var y = get_next_y(fn_input);
  interval = setInterval(function() {
    $("#current-x").html(freq_to_string(x));
    $("#current-y").html(freq_to_string(y));
    x = get_next_x(x);
    y = get_next_y(y);
  }, (60/bpm)*1000);
};

var stop = function() {
  clearInterval(interval);
};

$("#stop").click(stop);
$("#start").click(function() {
  start(
    parseInt($("#bpm").val()),
    parseInt($("#fn-input").val())
```

JAVASCRIPT

Circle Music

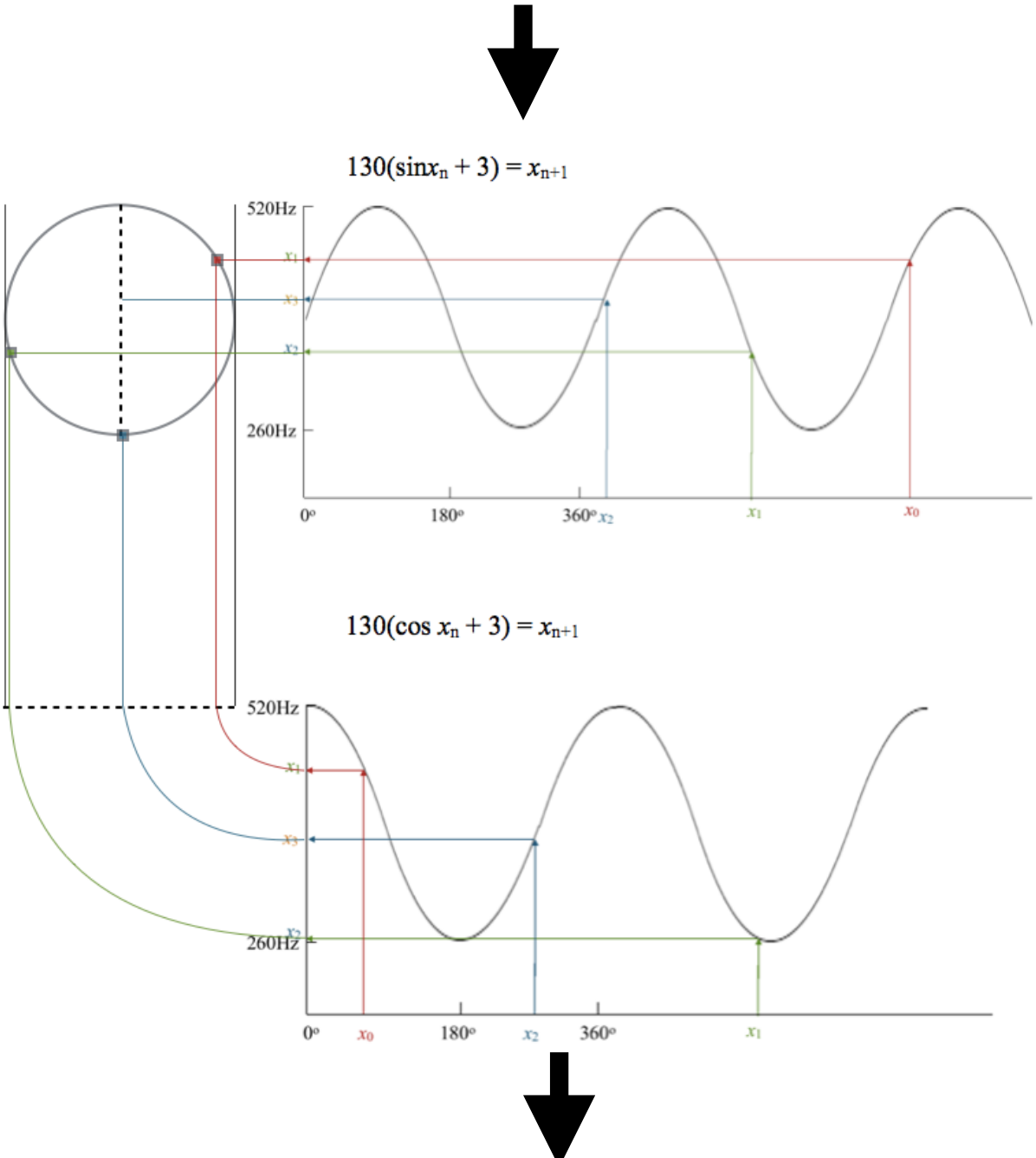
BPM: 120 x0/y0: -56.34 Start Stop

x: 260.29Hz

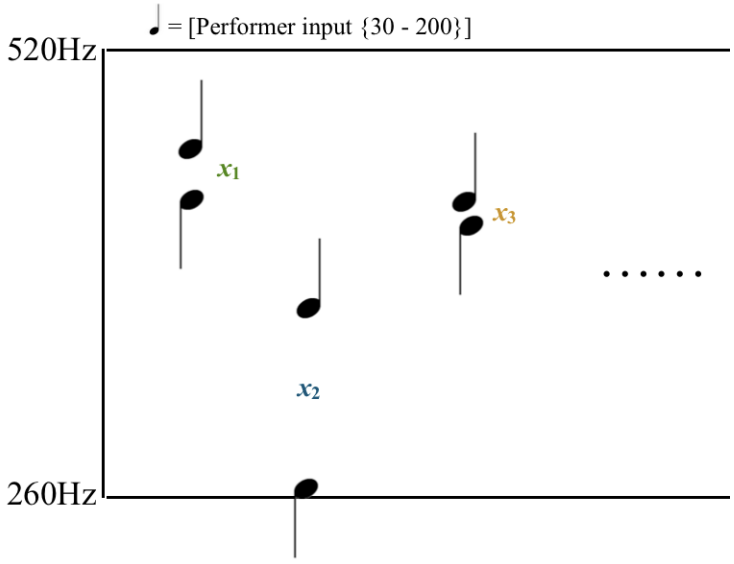
x = 130(sinx + 3)

y: 452.31Hz

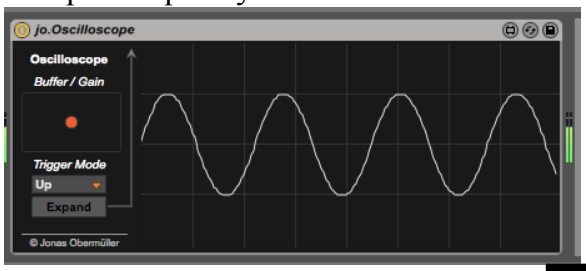
y = 130(cosx + 3)

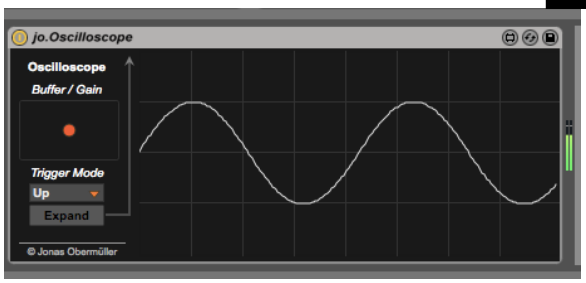


How one may view the outputs as standard notation.

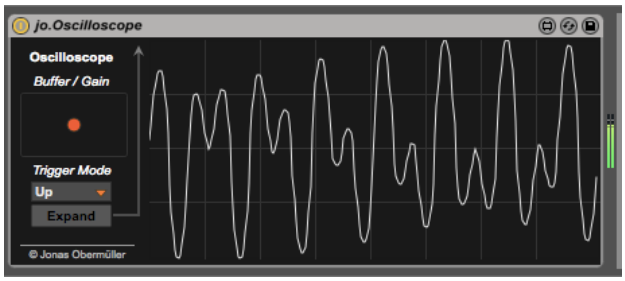


Output frequency from sine function.





Output frequency from cosine function.



The final output:
What we hear.