

Final Project Plan

Our project will be a visualization of the musical notes we use to create chords and music. The primary visualization will be a circular scale that draws a shape between all notes being used in a chord. The project requirements will be addressed as follows:

1. Keyboard interactivity: There will be live sound creation that can be played via keyboard input that will produce both sound and visuals when used. The primary contributor to this section will be Matthew Wimberley.
2. Multiple GUI systems: The notes that can be played via keyboard interactivity will be shown and also clickable in an on screen GUI. Additionally, there will be a menu where user inputted data can be stored in order to playback a song. The primary contributor to this section will be Kenneth Small.
3. Class objects with animation hierarchies: The main music visualization wheel will contain lines between notes that change position based on notes being played while the wheel changes position based on the octave being played. Each group member will have some contribution to this section.
4. Data input: Along with the user inputted data, there will be chord progressions ready to go with the program that will play from data files. The primary contributor to this section will be Stephen Rauner.
5. Sound: This is the main focus and output of the program. Each group member may have some contributions to this section.

The biggest challenge for us will likely be integrating sound in the manner we are looking to do here with Processing, as we have not yet used sound in a project. Finding a suitable way to ensure our animation works completely as to satisfy the requirements may also be a challenge.