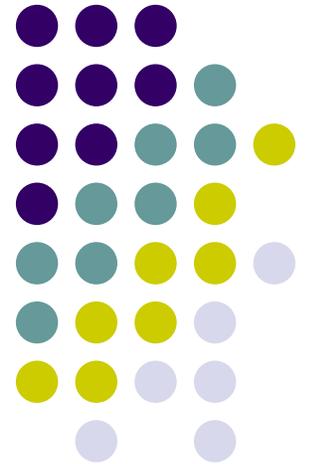


Pattern Sequencer

Drum Machine

Shirley Fung & Hana Adaniya



Outline



- Software Demo
- Features
- Implementation
- Milestones & Progress

Image removed due to copyright restrictions. Please see any photo of a drum set, such as http://upload.wikimedia.org/wikipedia/commons/d/df/2006-07-06_drum_set.jpg

Software Demo



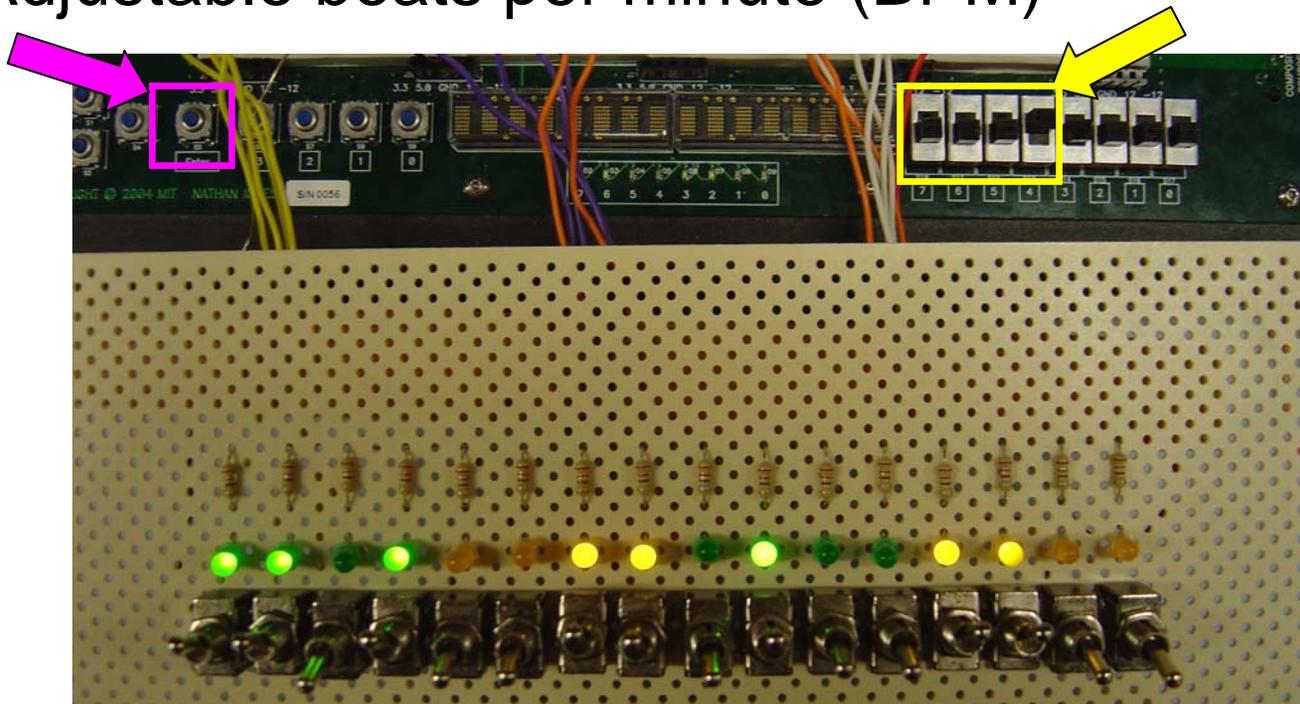
- Kick drum at 130 BPM 📣
- Add a snare 📣
- Go crazy 📣

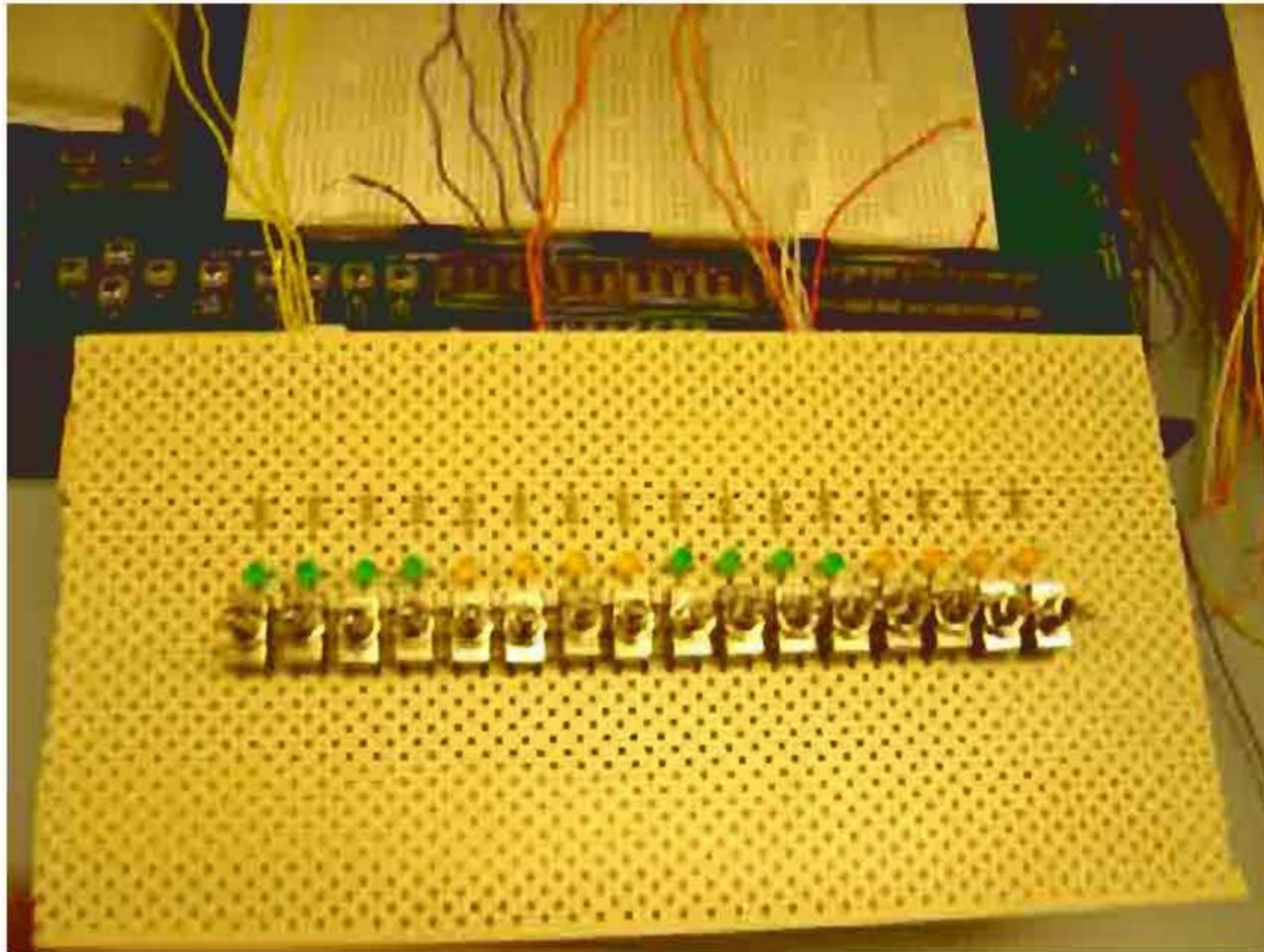
Image removed due to copyright restrictions. Please see
https://www.propellerheads.se/shop/img/Category_Reason_version_4_large.jpg



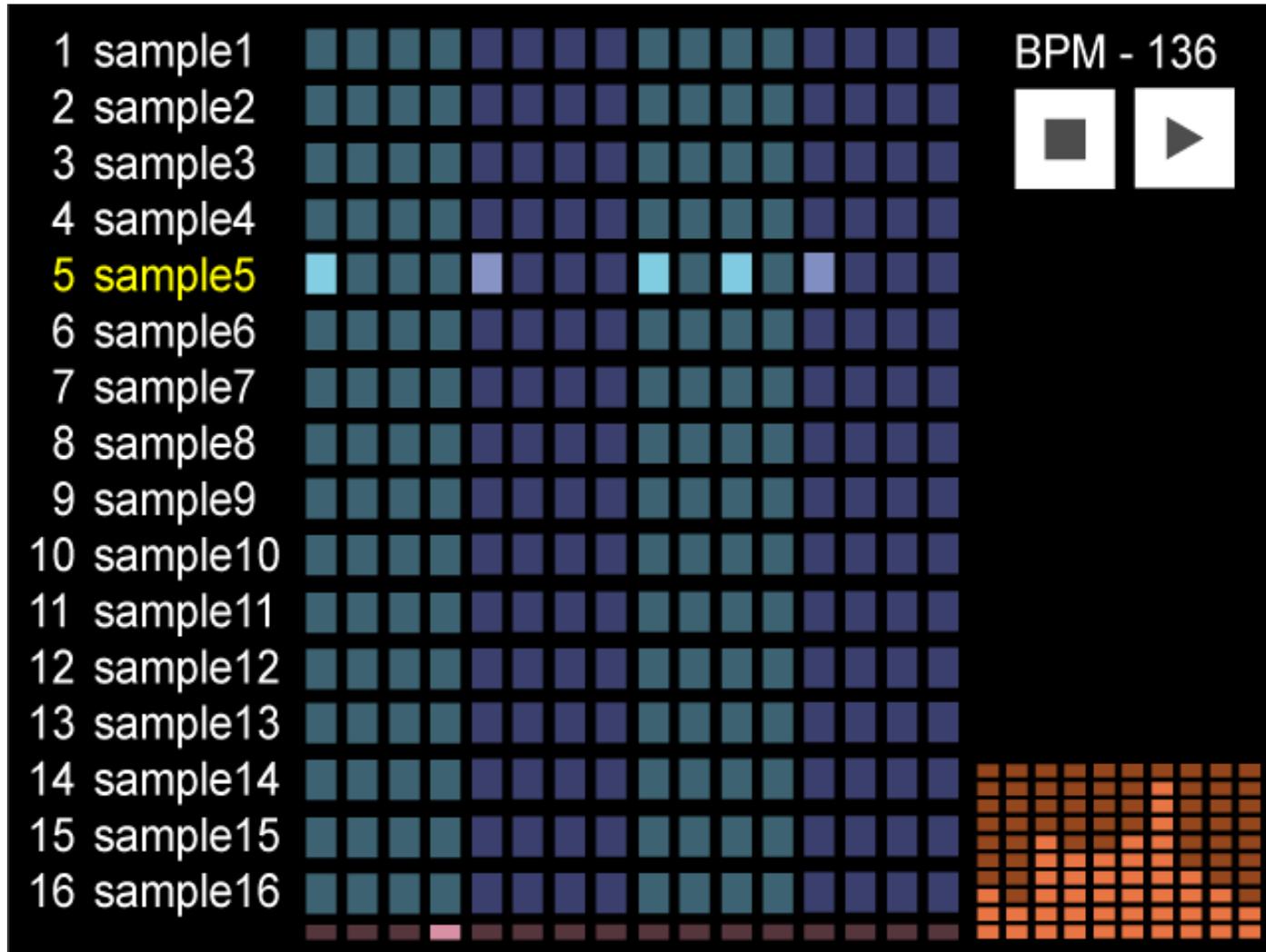
Features

- Percussion sequence
- 16 audio channels
- Adjustable beats per minute (BPM)

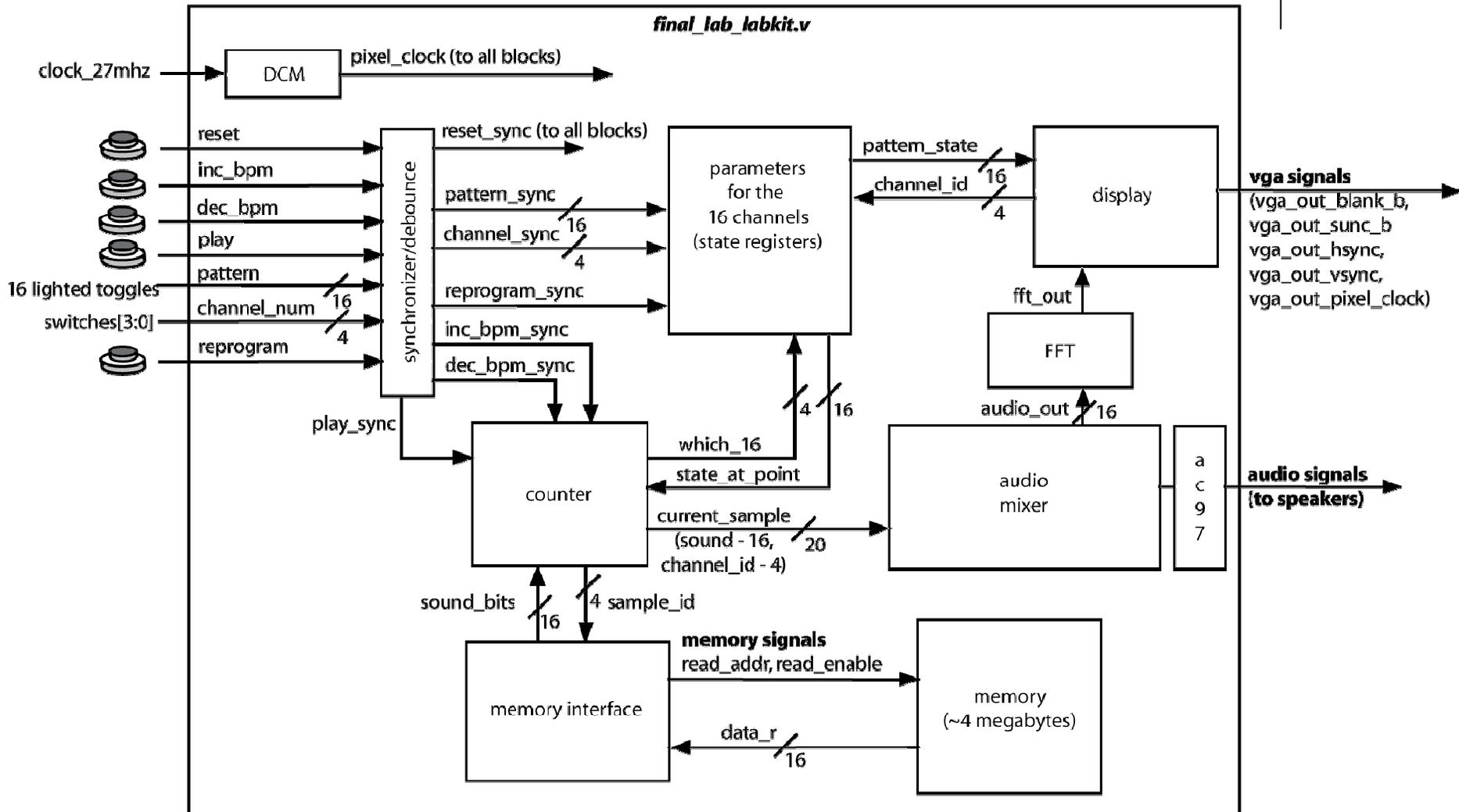
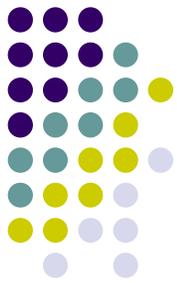




Interface



Implementation

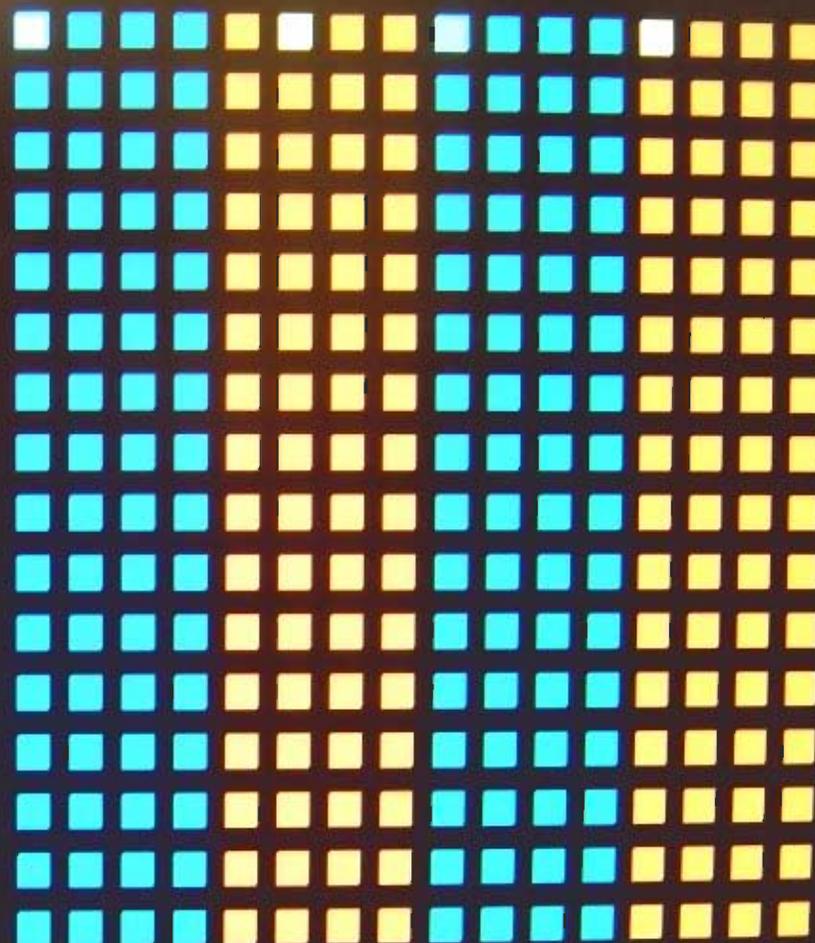


Milestones and Progress



- Display and parameters
- Audio playback and looping
- Memory bank of audio samples
- Variable counter

- 1 KICK DRUM 1
- 2 KICK DRUM 2
- 3 SNARE 1
- 4 SNARE 2
- 5 HIGH HAT
- 6 OPEN HAT
- 7 CLOSED HAT
- 8 BONGOS 1
- 9 BONGOS 2
- 10 CLAP
- 11 TONTOM 1
- 12 TONTOM 2
- 13 RIDE
- 14 CYMBAL 1
- 15 CYMBAL 2
- 16 BASS





Thank you!