

Smart Player Piano JASON PAWLAK

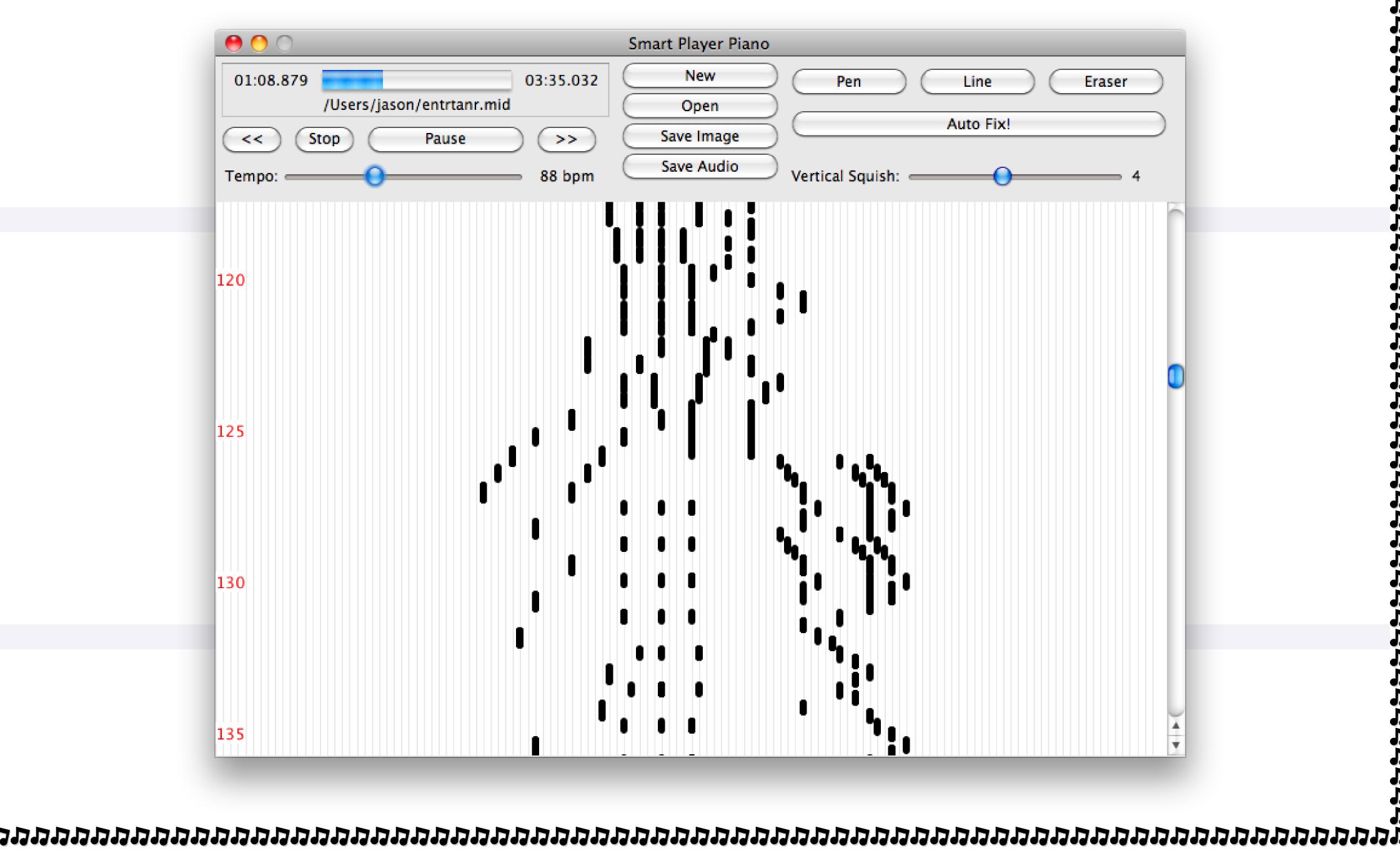
Advisor: Dr. Anca Ralescu

Description:

An application that combines visuals and audios Finto an amalgam of art for both the eyes and gears.

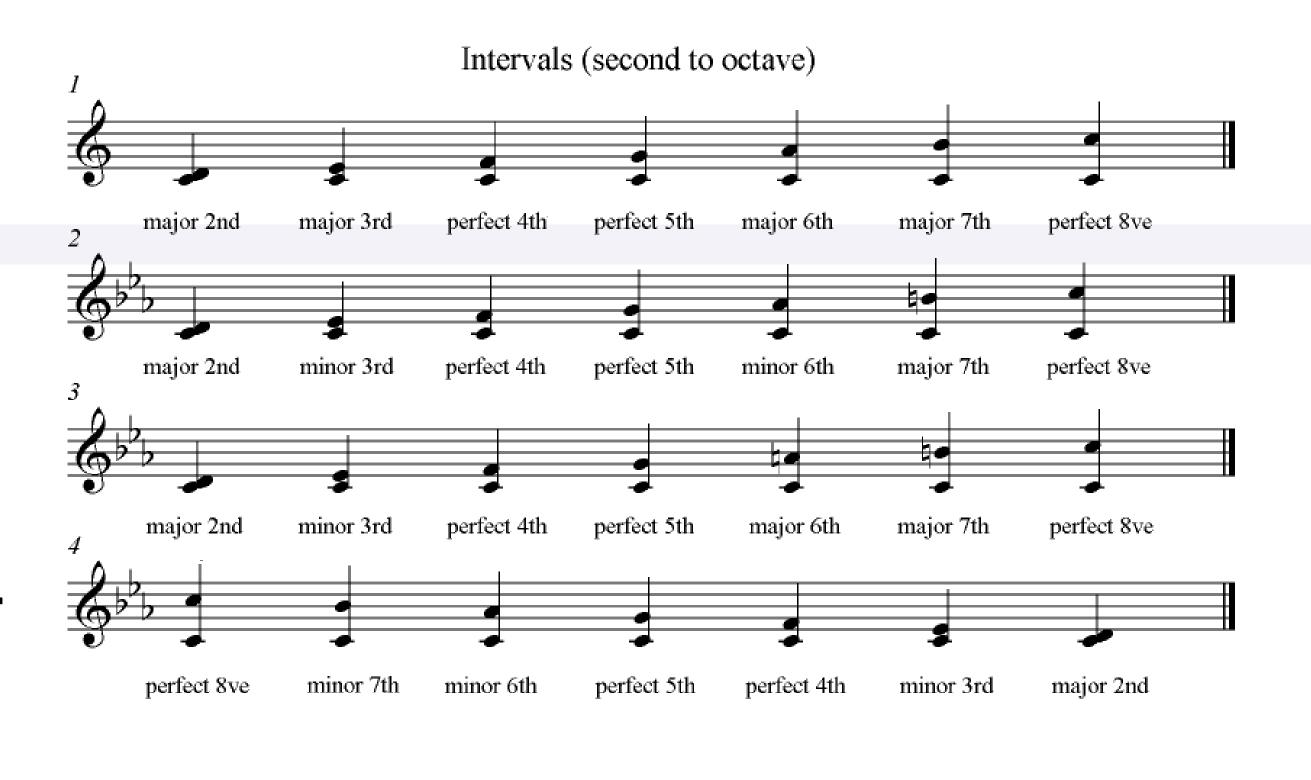
Goals:

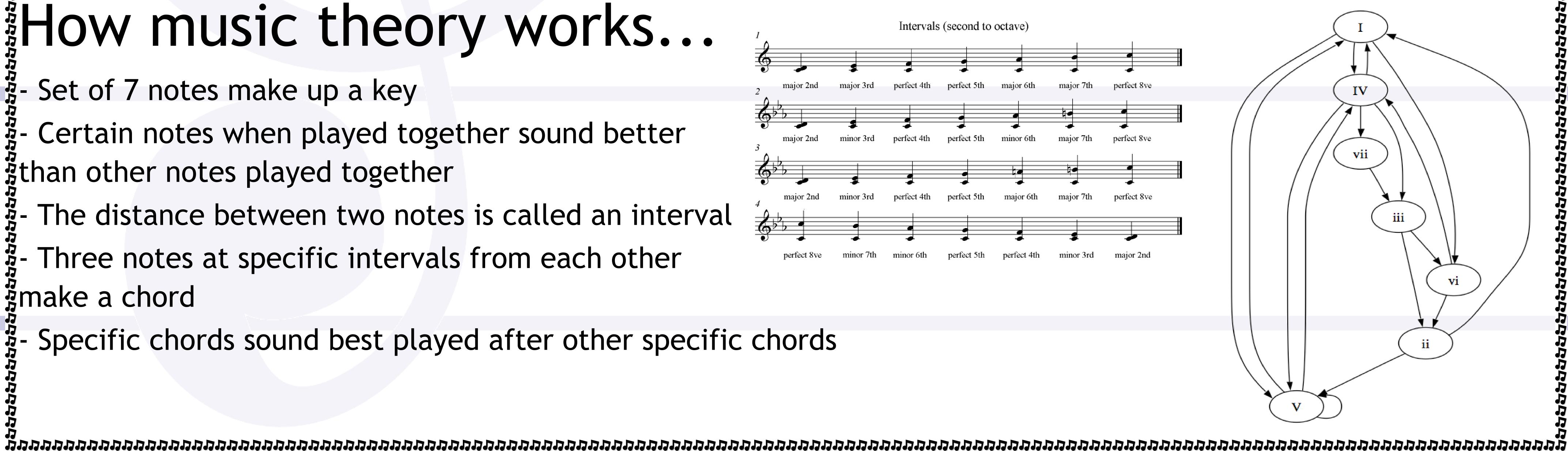
- 1. Create an intuitive application for a user of any 2 age
- 22. Allow users to import MIDI files to listen and view 2D representation
- 3. Allow users to import BMP files to listen and view
- \$4. Allow user to create a new piece of music/ piece of 2D art and view it and listen to it



How music theory works...

- 3- Set of 7 notes make up a key
- Certain notes when played together sound better \$than other notes played together
- The distance between two notes is called an interval
- Three notes at specific intervals from each other imake a chord
- 3- Specific chords sound best played after other specific chords





Player Piano?

- §- Powered by person pushing %pedals!
- Vacuum detects where holes Son scroll are located
- 3- Holes further to the right Fare higher pitch than holes Ifurther to the left



MIDI?

Stands for 'Musical Instru-#ment Digital Interface.' A file \$that contains data for a digi-Ital synthesizer to play a song

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\$Smart?

The application will analyze an image that has been im-Sported or created and make #minor adjustments based on Basic music theory to make Ithe music sound 'pleasant' to I Ithe ear. Otherwise a random adrawing could sound garbled.'

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