6.111 Project Checklist

Commitment:

[ ] Determine epicenter of single drum strike (Robbie)

[ ] Simulate time evolution for a single mass after drum strike (Ben)

[ ] Display epicenter of drum strike (Evan)

[ ] Display "heat map" of membrane after time evolution (Evan)

Goals:

[ ] Be able to determine epicenter of multiple hits in series (Robbie)

[ ] Do time evolution of between 25 x 25 and 50 x 50 point membrane, and multiple strikes (Ben)

[ ] Output audio of around 8 kHz for single strike (Robbie and Evan)

[ ] Display epicenter and heat map of time evolution for series of strikes (Evan)

Stretch:

[ ] Update epicenter near real time (Robbie)

[ ] Output Audio of 24-48 kHz (Robbie and Evan)

[ ] Adjustable tension and damping of time evolution for drum simulation (Ben)

[ ] Record and play back drum beats (Robbie and Evan)

[ ] Update time evolution in approximately real time (Ben)

[ ] Play out drum strikes near real time (Robbie and Evan)