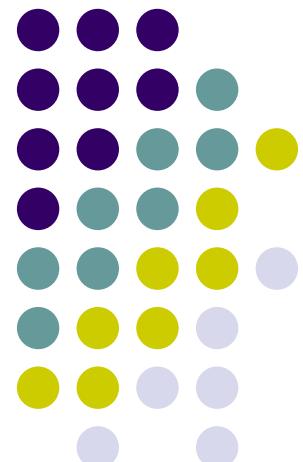
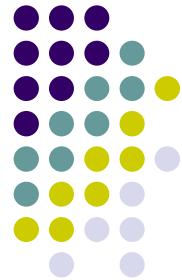


Pattern Sequencer

Drum Machine
Shirley Fung & Hana Adaniya





Outline

- Software Demo
- Features
- Implementation
- Milestones & Progress

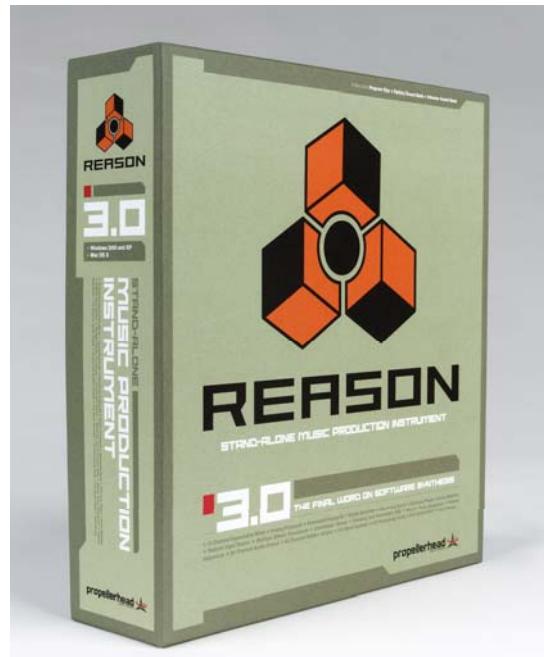


<http://www.drumcentral.com>



Software Demo

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

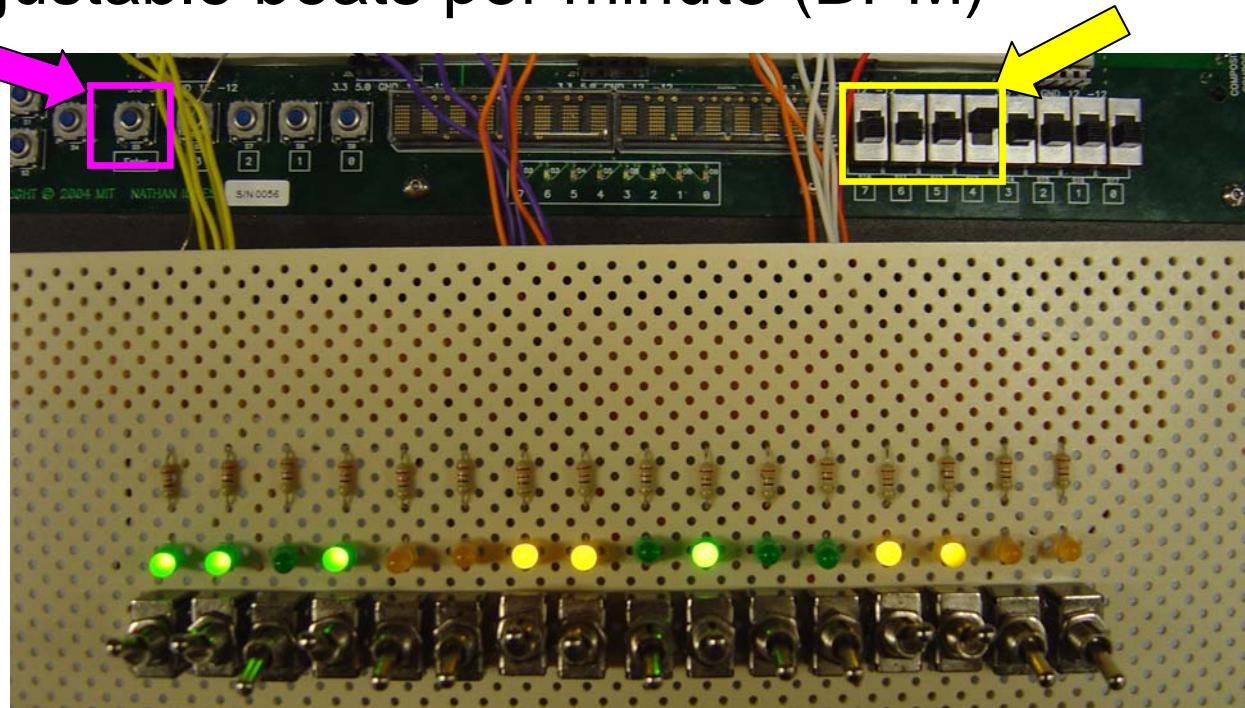


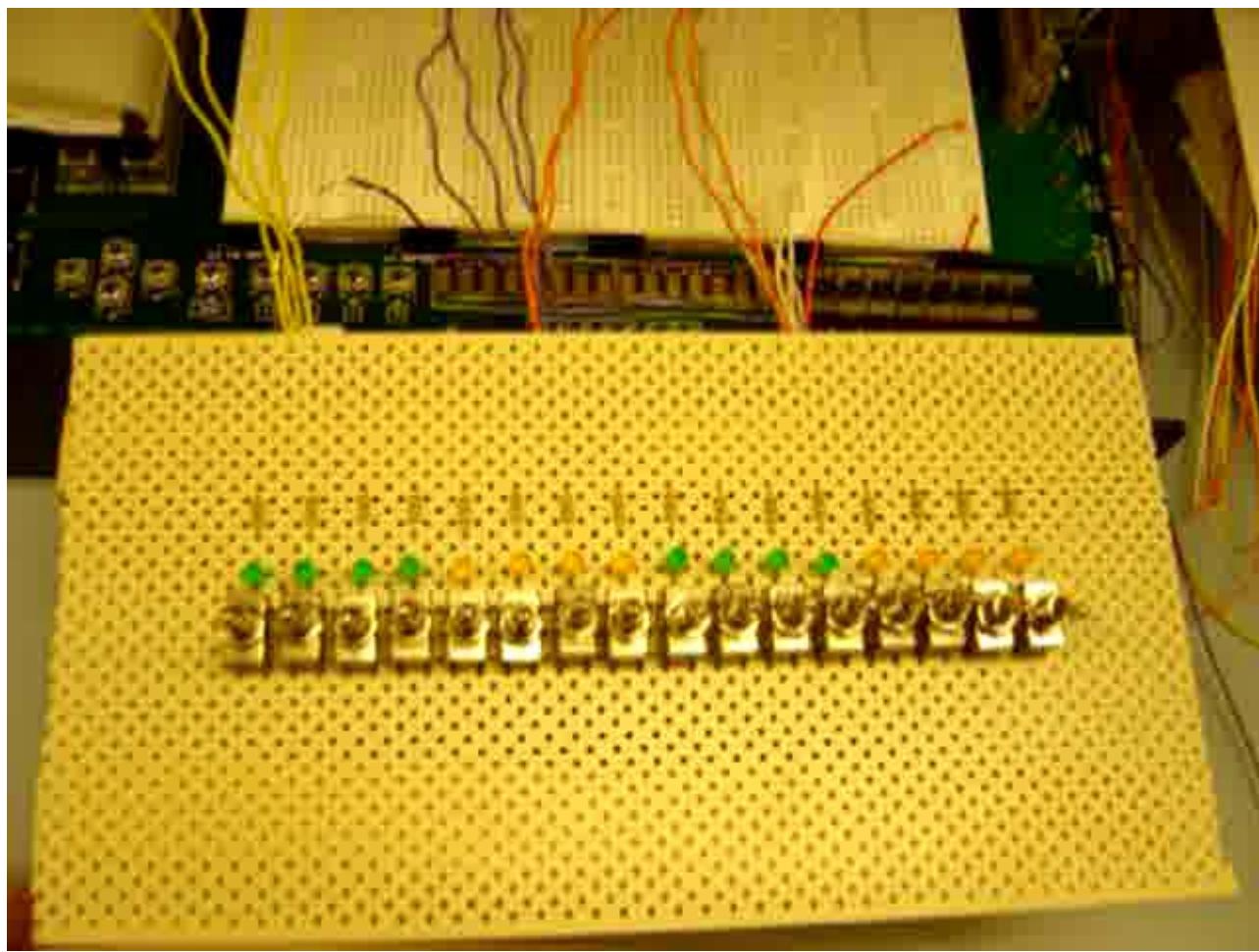
<http://www.propellerheads.se>



Features

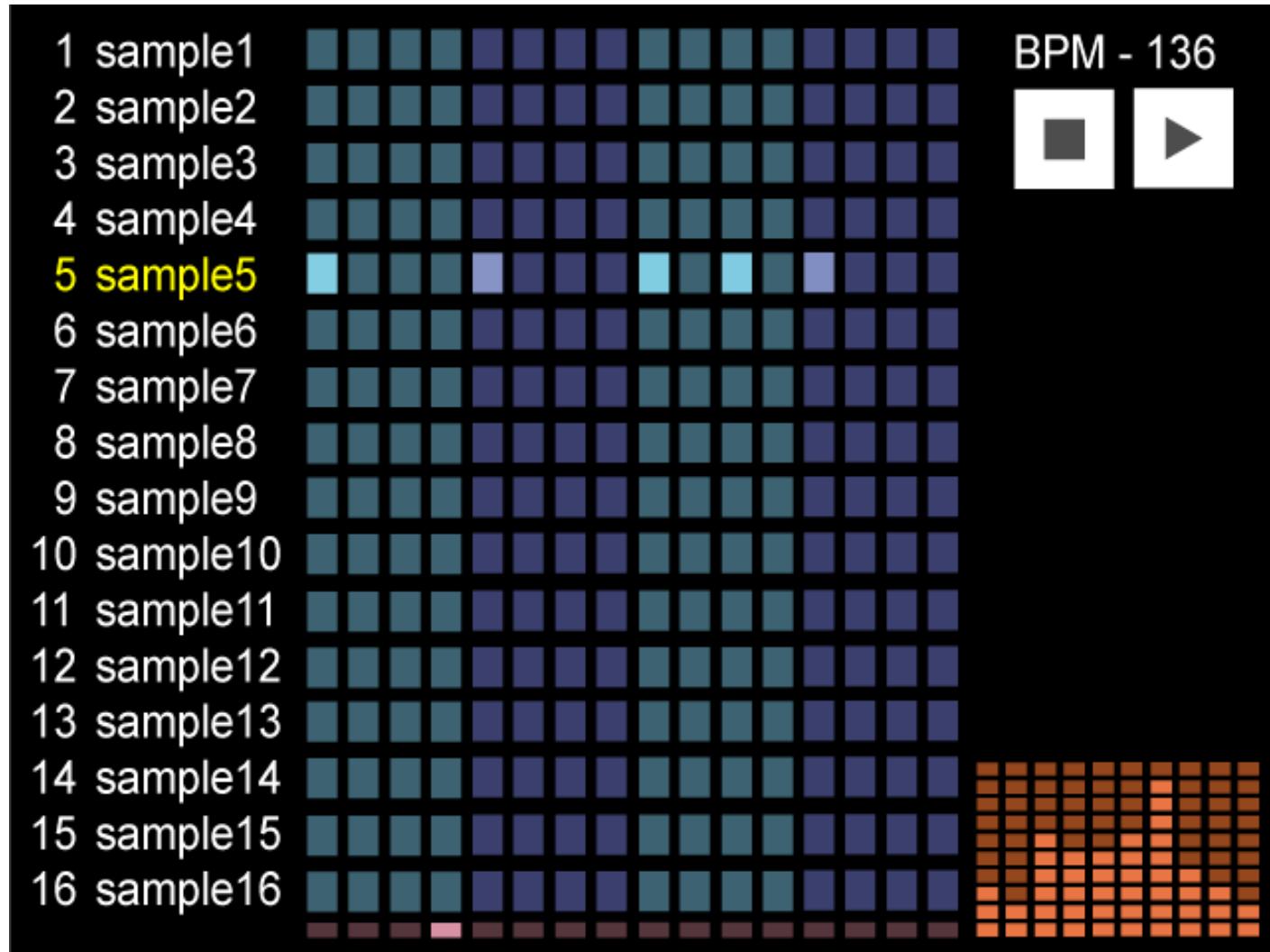
- Percussion sequence
- 16 audio channels
- Adjustable beats per minute (BPM)





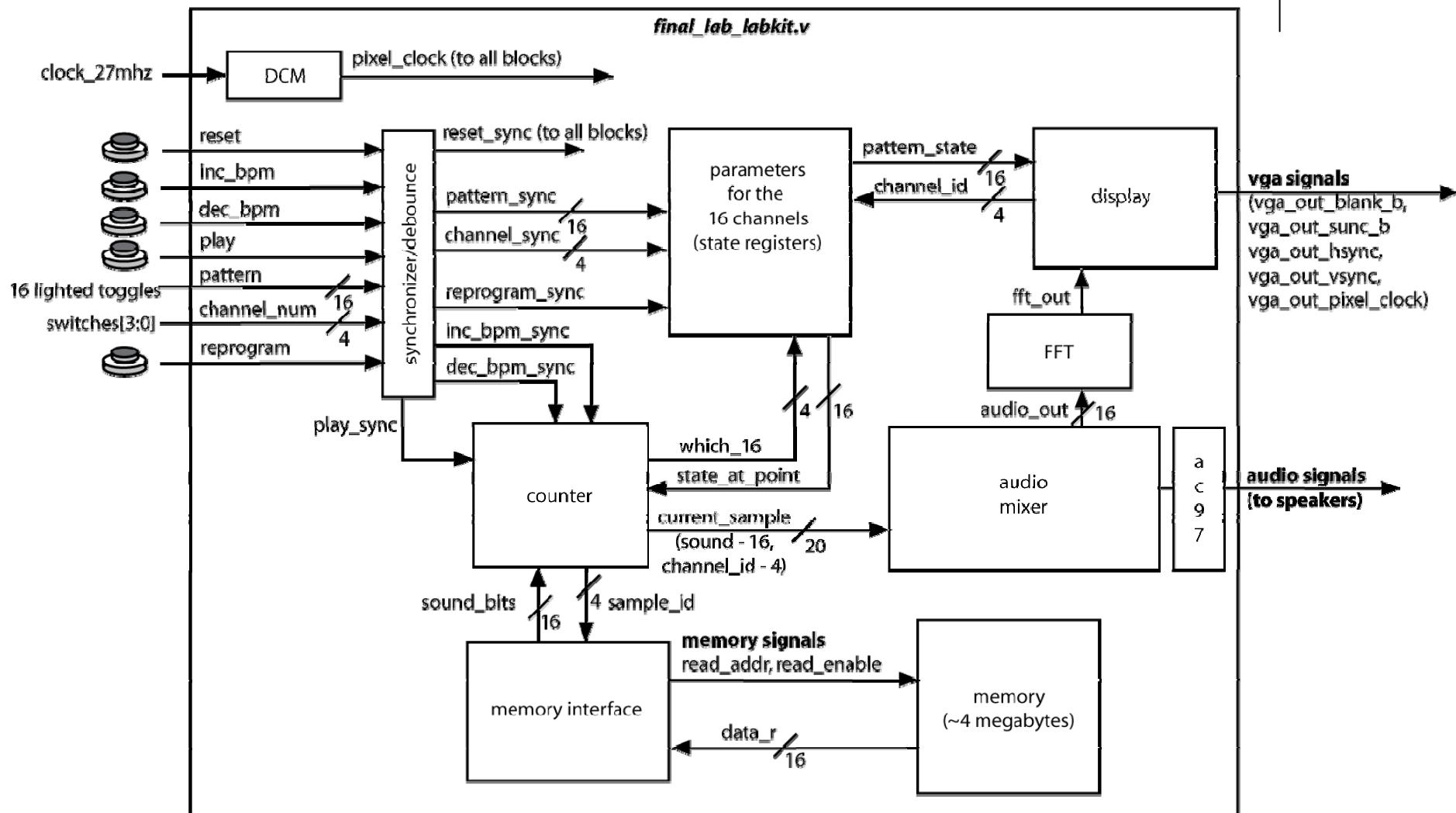


Interface





Implementation

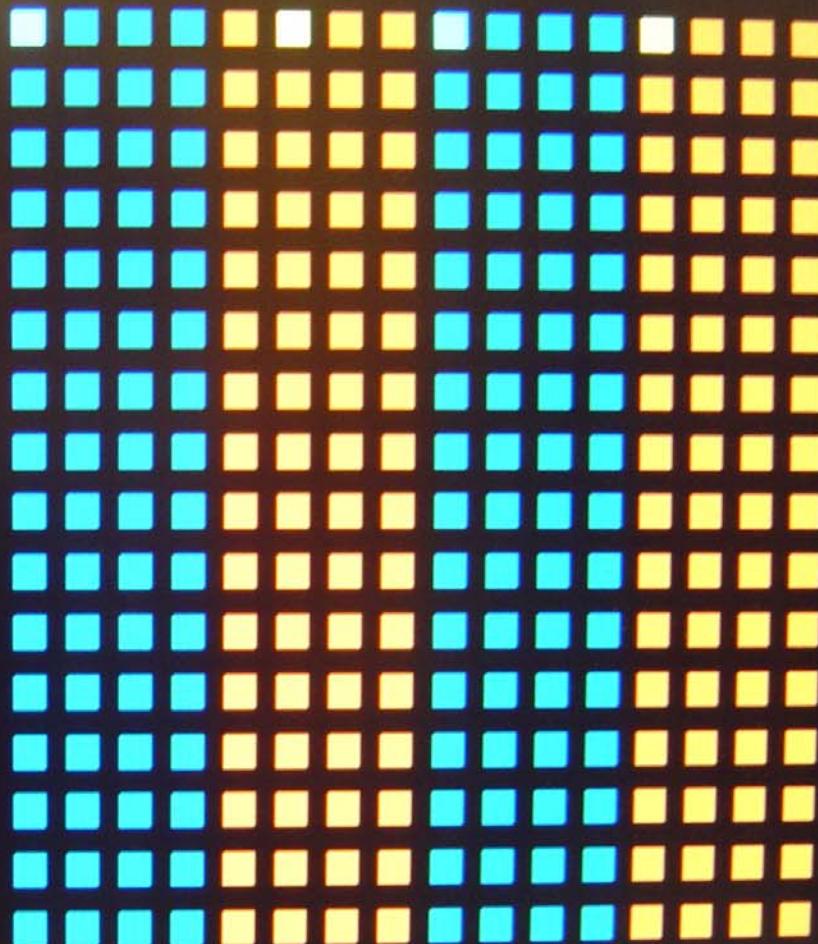


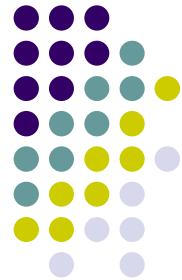


Milestones and Progress

- 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 TOMTOM 1
12 TOMTOM 2
13 RIDE
14 CYMBAL 1
15 CYMBAL 2
16 BASS





Thank you!