musicube

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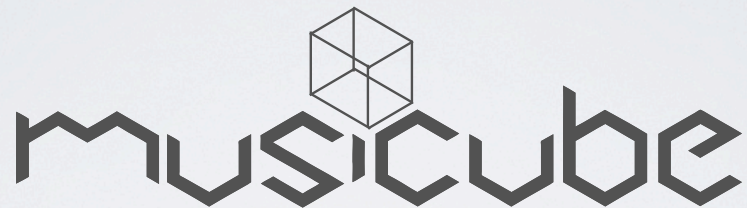fhalls@kth.se

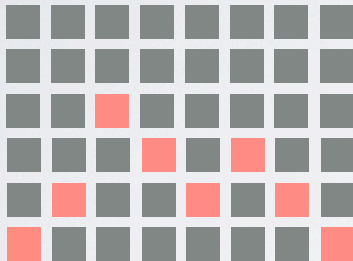**P**
pfhrj@kth.se

Information visualization
DH2321

The Royal Institute of Technology
Stockholm, Sweden
4th March, 2013
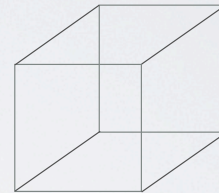
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CONCEPT

"Giving users an abstract and different way to compose music, by interacting with a 3D object"

2D Sequencer   3D Sequencer

MOTIVATION

"Giving users an abstract and different way to compose music, by interacting with a 3D object"

- We all love music in our group!
- Interest in developing using webGL and other js libraries

GOALS

"Giving users an abstract and different way to compose music, by interacting with a 3D object"

- Music composition as an improvisation activity
- Experience how random rotations of the cube can lead to interesting parts for creating a melody
- Both experienced and amateur musicians can make use of the system

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RELATED WORK

- 2D sequencers filtered to scales

TECHNICAL ASPECTS

DEMO

TRY IT YOURSELF!

130.229.133.11:8080

LESSONS LEARNED

- The possibilities are endless!
- More focus on the formal visual aspects when creating a new project
- A ton of technical stuff!
- Cooperative development
- Working with open source libraries

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FUTURE WORK

- Refine collaboration experience
- Implementing the system on mobile devices

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QUESTIONS - COMMENTS

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