21M.385 Lecture Notes

Week 6

History of Beatmatch games
- UI design question: where does the user get the note information?
- PaRappa the Rapper (1997)
- Beatmania, DDR (1998 / 1999)
  - Awards points based on accuracy of hit.
- Samba De Amigo - Sega Dreamcast (2000)
- Rez (2001)
- Frequency (2001) and Amplitude (2003), Amplitude HD (2016)
  - First use of 3D track – traveling through a musical tunnel
  - Multiple lanes - the concept of "turning on a track"
- Karaoke Revolution (not beatmatch, but "vocal match"), and used a custom controller
- Guitar Hero (2005)
  - Use of plastic instrument controllers
  - Mute / unmute
- Rock Band (2007)
  - The whole band

Play Fantasia: Music Evolved in class
- Pset6 – play Fantasia: in the music library
- Game: full story mode, song-playing mode
- Gesture Vocabulary:
  - Swipe
  - Punch
  - Swipe / Hold
  - Path
- Mix Switcher:
  - Parallel Multitracks
  - Pick a branch: next section of cues will follow that instrument
  - Initial mix setup
- Play Vivaldi (alternate between blue/green):
  - Rhythm Painter
  - Tone Twister
- Play Gorillas
  - Sound Sketcher
  - Beat Chopper
- Raise Arms to Start
- Option -> Turn on Party Mode
- Play from Song Library
- Song Library UI:
  - Use Right Hand to select song and Swipe
  - Left Hand - back.
- Record your high score!

Project Proposal
See "Final Project Guidelines" and "Project Proposal Template"

- Project Goal
- Description
- Major Risks / Challenges
- Division of Labor
- Timeline / Milestones

21M.385 Interactive Music Systems
Fall 2016