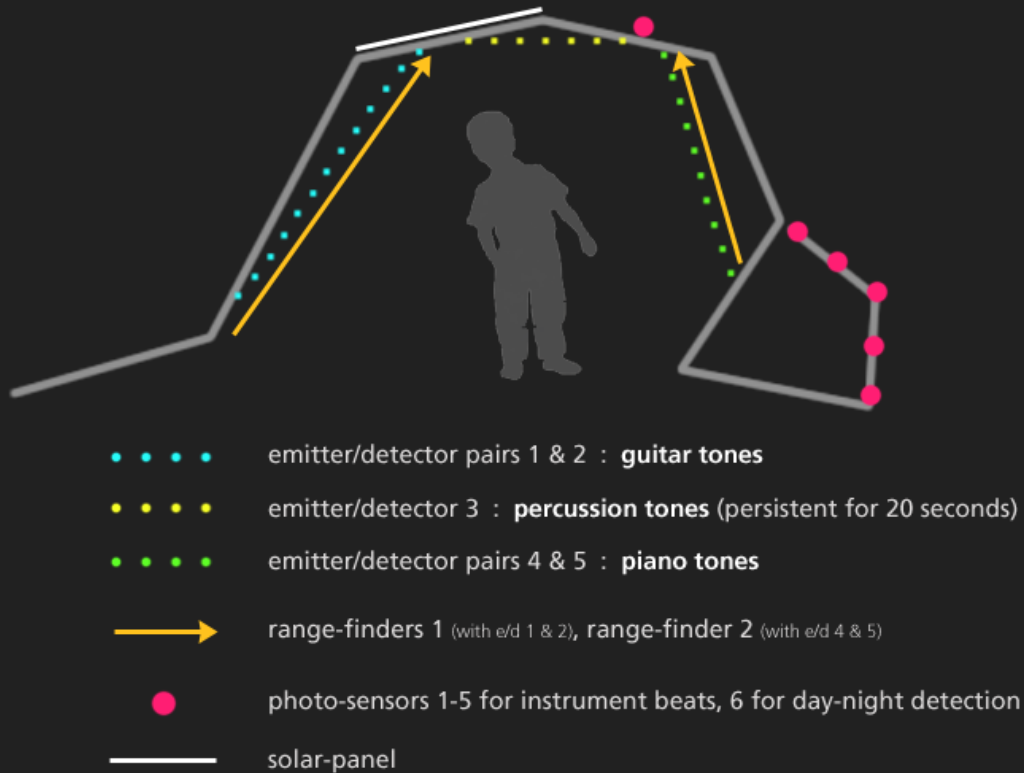


team 5



## how music is played

The dotted lines representing E/D pairs can be thought of as invisible strings. Each of the vertical E/D pairs on the inside of the big arch are coupled with a range-finder.

This means that everytime someone waves their hand in such a way that it cuts across the beam of the E/D pair, the musical note for that particular instrument is played. (guitar tones for the E/D pairs on the left, and piano tones for the ones on the right.)

Since there are two E/D pairs on one side, one can imagine it to be **two guitar strings** on one side, and **two piano keys** on the other side.

### How will these notes vary?

The **range-finder** coupled with E/D pairs on each side will **measure the height at which the E/D pairs were triggered**. This will directly influence the pitch/note played.

The single E/D pair on top is to enable play for a single person. Triggering this particular E/D pair would initiate a **20-second long percussion sequence** which can act as a background tune while other tones are activated.

**Photo-sensors** on the smaller arc (red dots) will act as drum beats whenever someone taps on them. So in effect, for the player, it would be like a set of drums.