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Music 256A
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Sequencer Reflection

This project was quite difficult, mainly because I rather underestimated the challenge that a spherical polar system would present in arrangement. The number of nested environments, and the specific order in which each needed to be implemented, scaled, and rotated, required hours fiddling with the Rhino 3D software and the built in screengraph GUI. There were many features and additional tala (rhythmic patterns) I was unable to implement, due to these challenges plus running out of keyboard keys and difficulty of creating a clickable GUI in the 3D environment. Nevertheless, I am proud of the end result, the basic features are all up and running, and I am excited to continue building on this project. Future plans include additional talas, creating the tabla sounds from synthesizers rather than samples, and webcam gesture interactivity.

I would really like to thank Kunwoo for not giving me all of the answers and making me figure things out on my own, I learned a lot from the experience and it was extremely rewarding.

The code has become a bit of a mess though, and at some point I would like to ask a few questions about ways I could simplify things and make this more efficient, as I would like to continue adding on to this project and things have become a bit unwieldly.