Ocarina
an interactive sonic media application
version 1.0 design specification
ge, October 2008
by SonicMule
http://www.smule.com/

synthesized ocarina
dynamically generated,
parametrically controlled
ocarina model; options:
digital delay, reverb

multitouch (1-4 points)
for pressing up to 4
finger holes

blowing into microphone
plays the instrument

real-time map display
(see map display)

visual feedback 1
as finger presses down

visual feedback 2
can-cenric rings radiate
from the bottom as user
blows

accelerometer
controls vibrato (left/right)
controls timbre (front/back)