

JAM SESSION

DESIGN DEVELOPMENT

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JAM SESSION

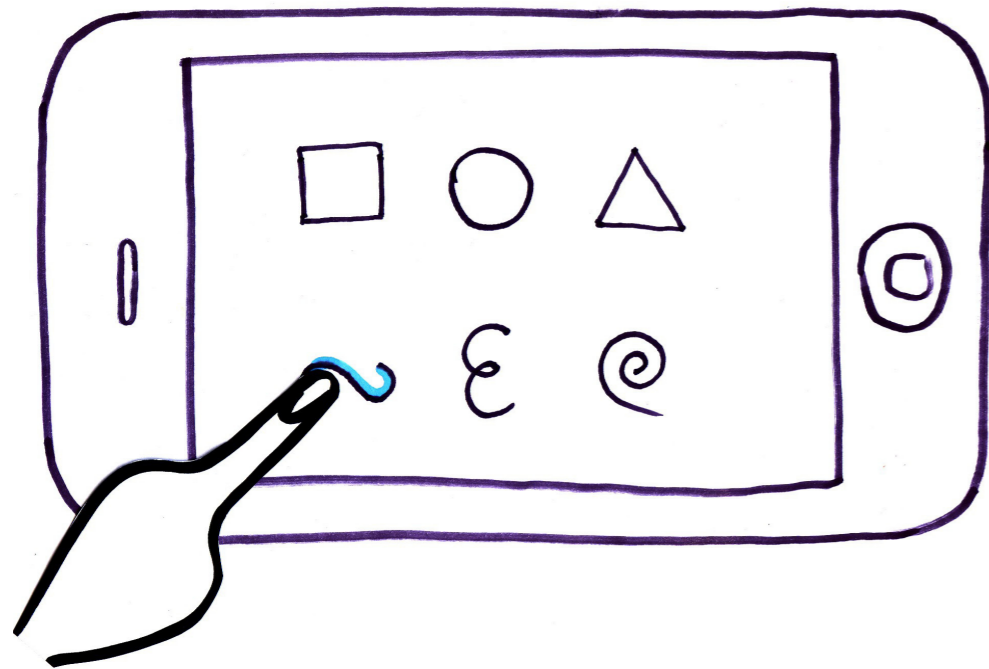
DESIGN DEVELOPMENT

After registration,
login and
users searching...

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INSTRUMENT CHOICE



6 icons per 6 instruments

3 percussions icons

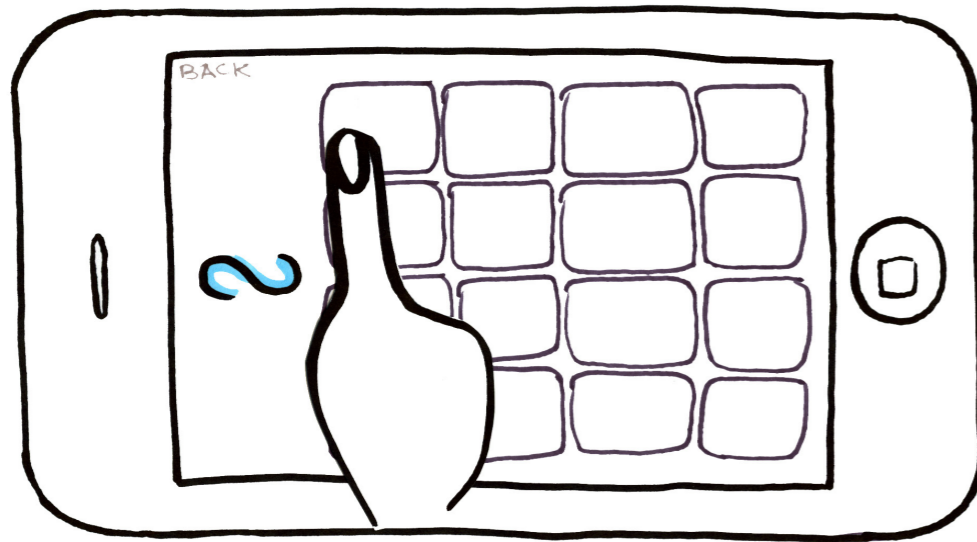
3 sounds icons

One click on the icon
to listen the instrument,
two click to choose it.

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SOUND POSITIONING

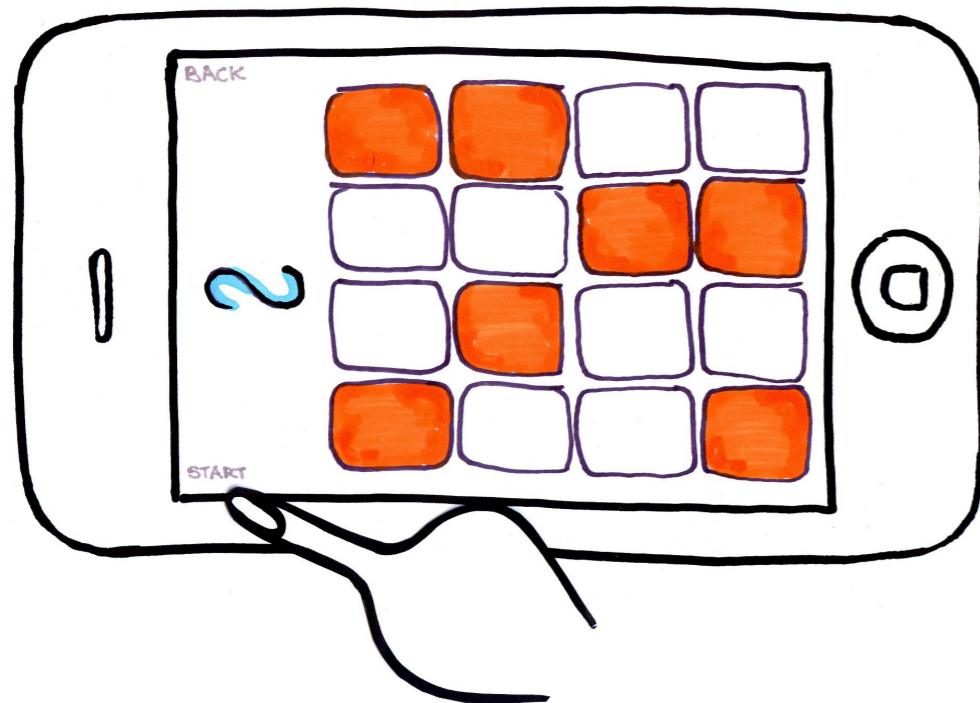
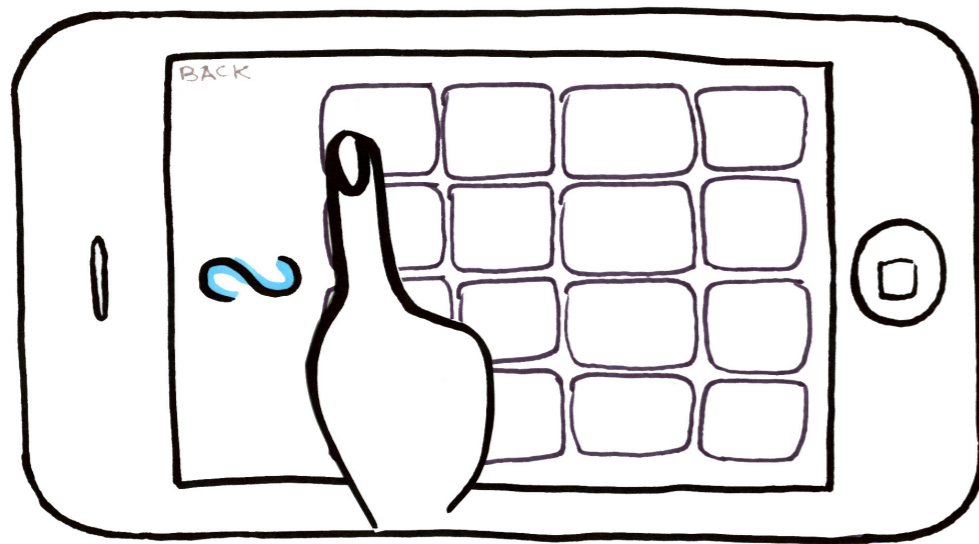


4 movements per 4 beat
Compose grid with
your instrument
to create a theme

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SOUND POSITIONING



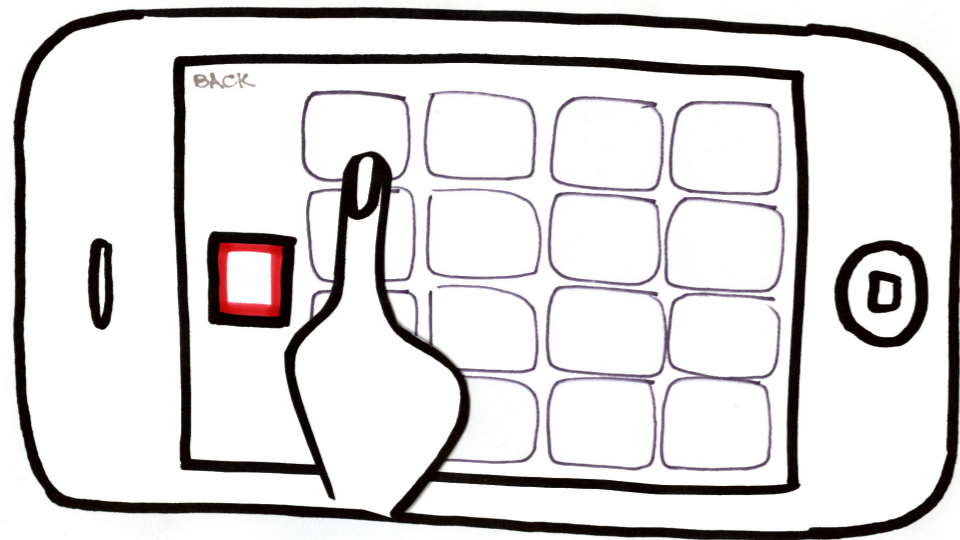
4 movements per 4 beat
Compose grid with
your instrument
to create a theme

Run your sound
Push start button

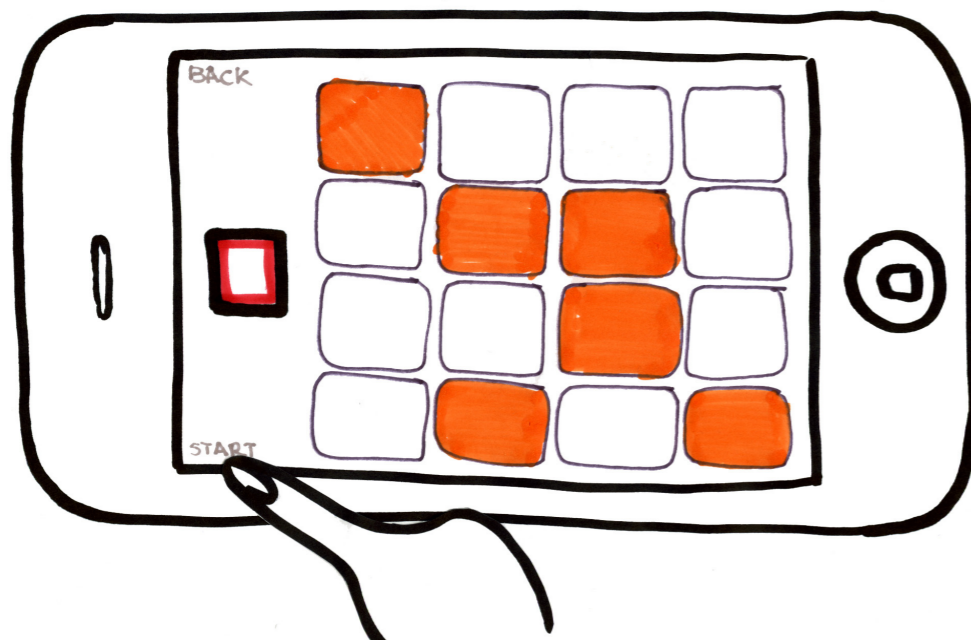
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SOUND POSITIONING



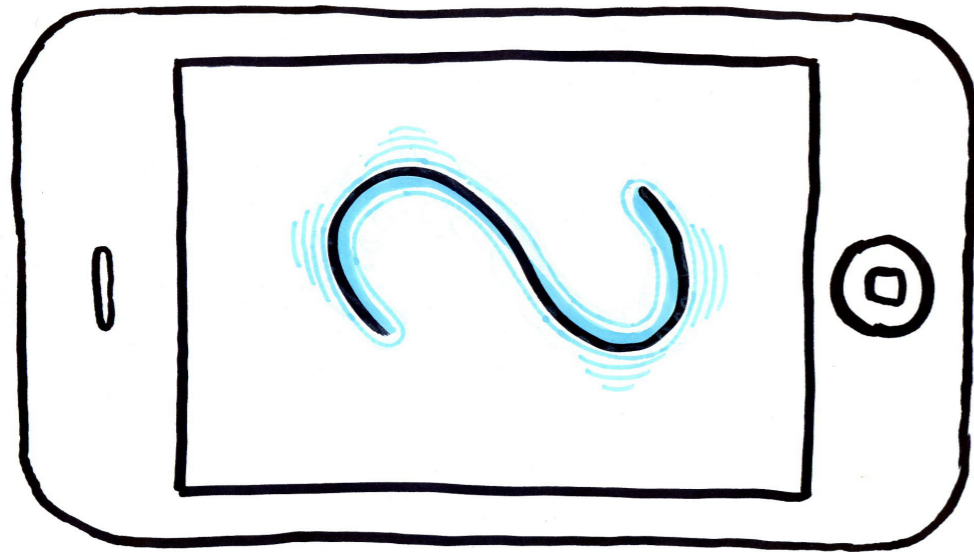
Other users can choose and set one of the remaining instruments with the same process



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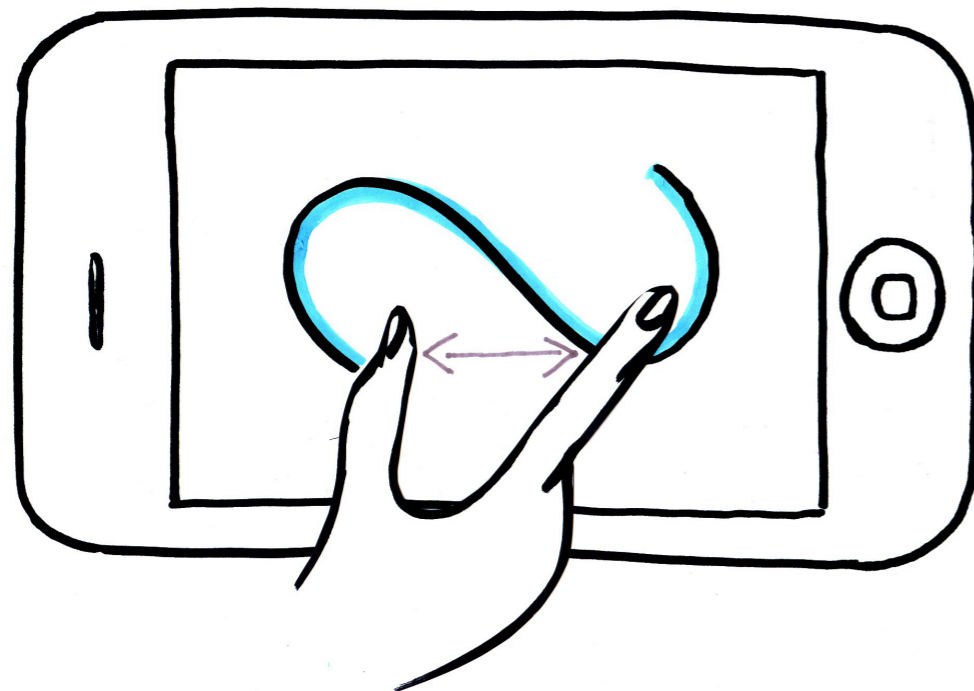
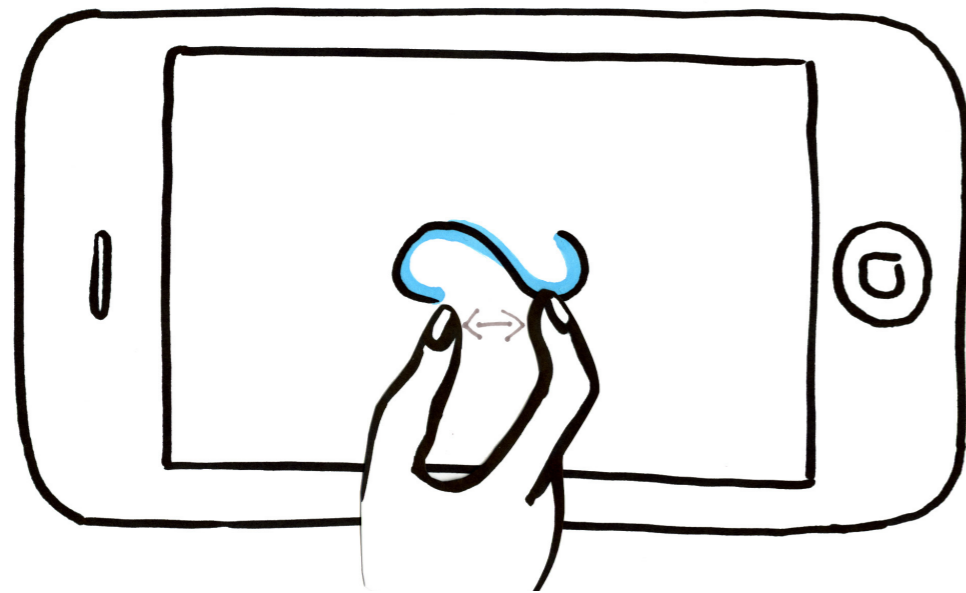


**The icon pulses
beating time**

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FUNCTIONS



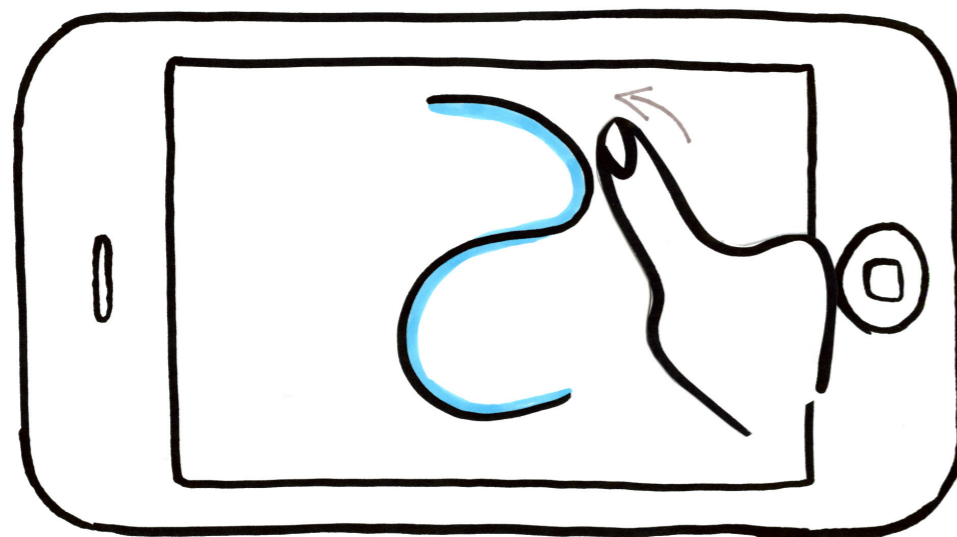
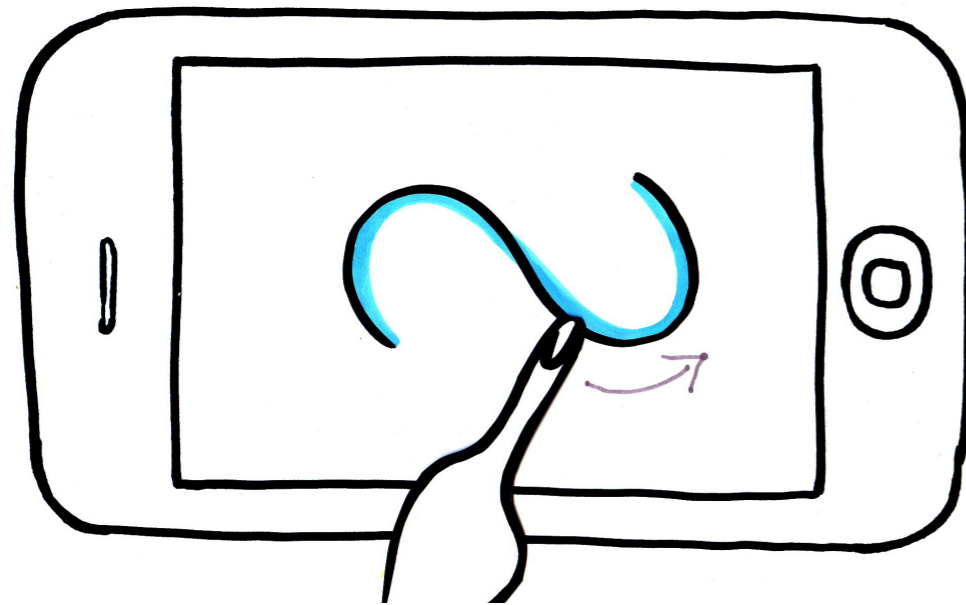
Volume control

Use two fingers to change volume,
and so the size of the icon

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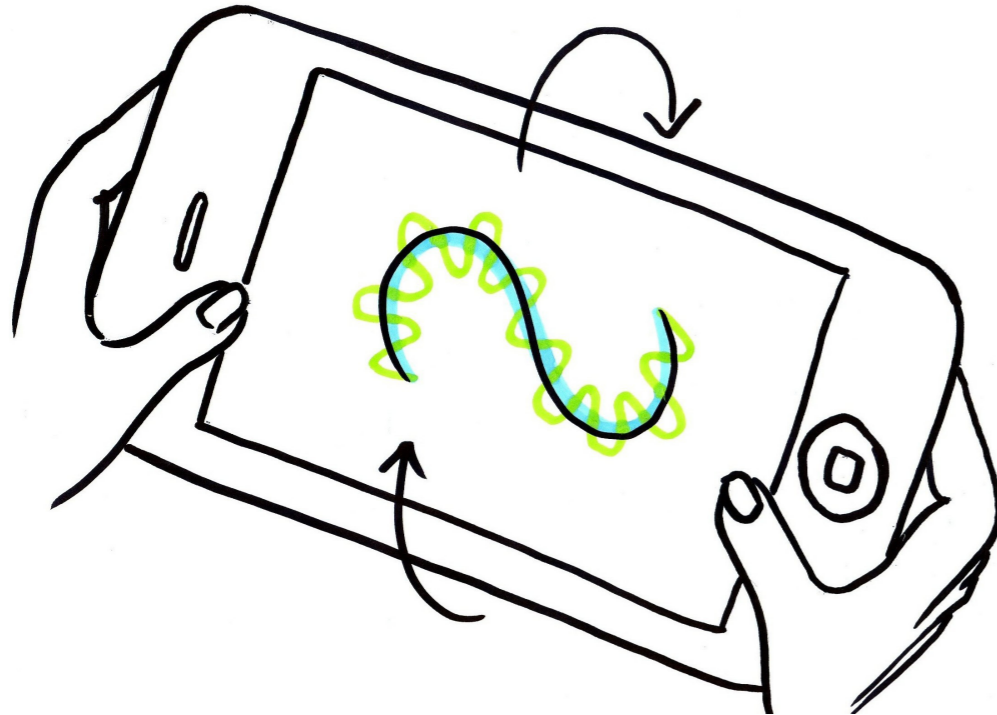
Sound modulation

Rotate the icon
to modulate the sound

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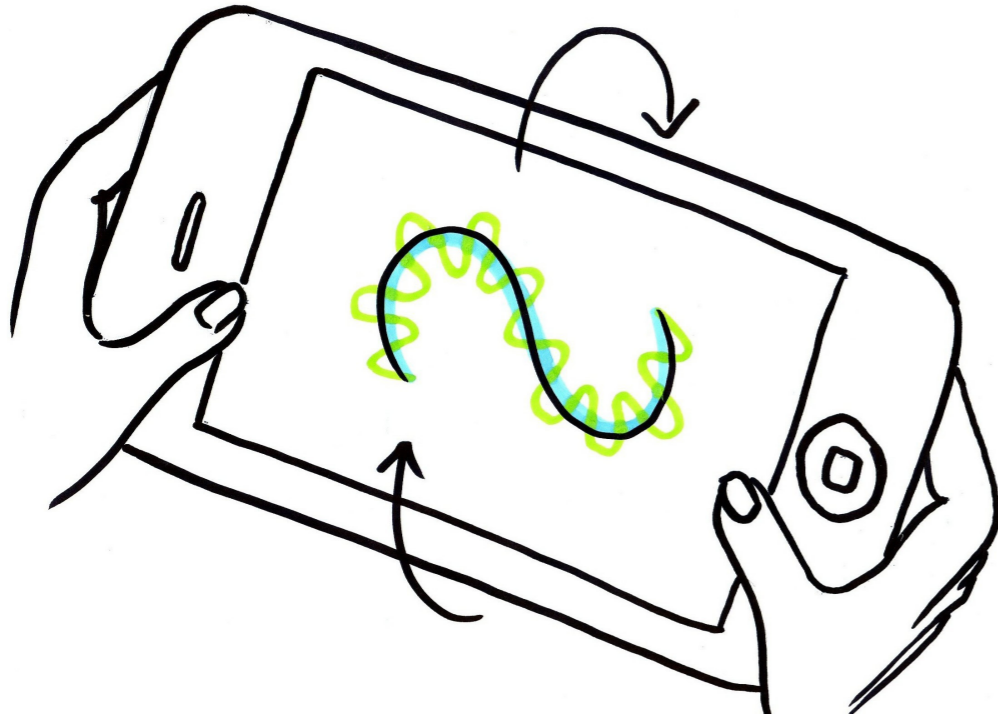


Sound filter #1
Move the phone
to activate filter #1

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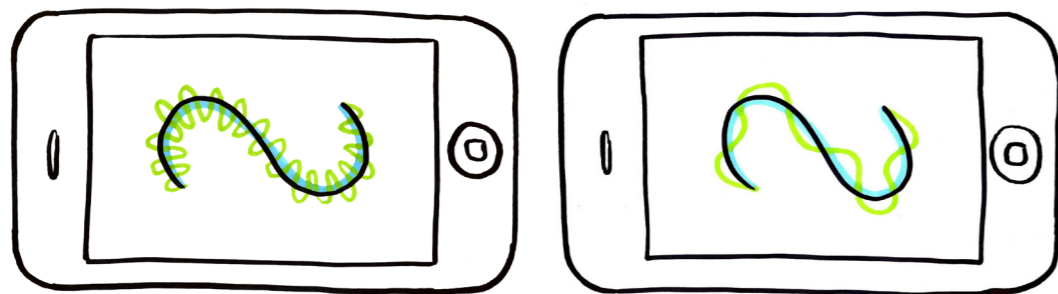
DESIGN DEVELOPMENT

FUNCTIONS



Sound filter #1

Move the phone
to activate filter #1

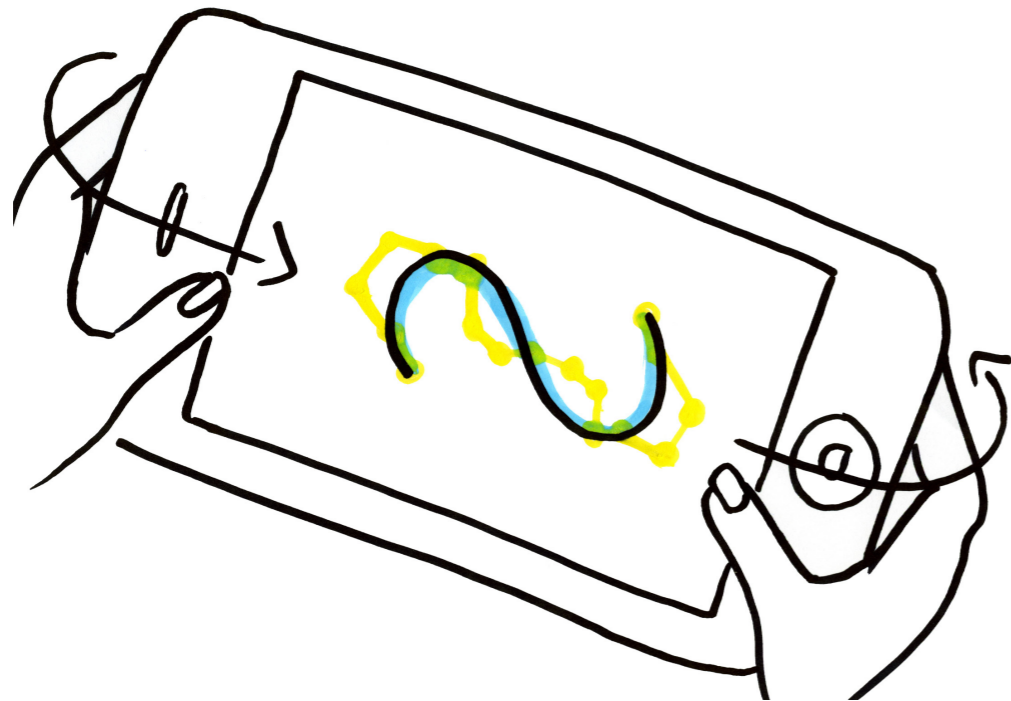


**On the screen
the user can see
the filter effect
on the icon**

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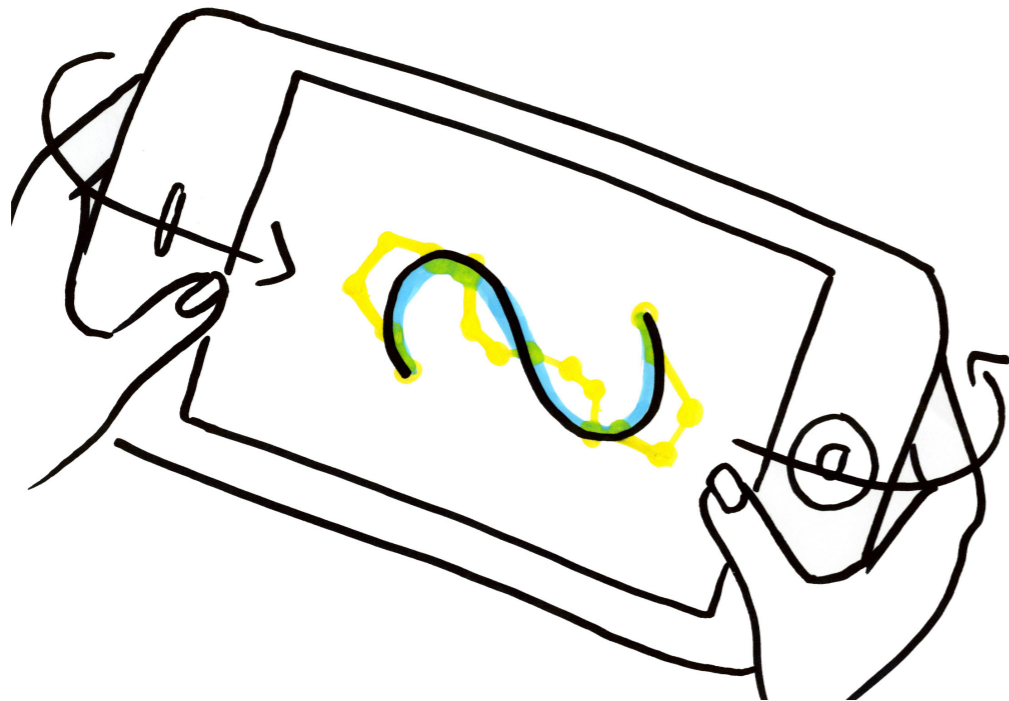


Sound filter #2
Move the phone
to activate filter #2

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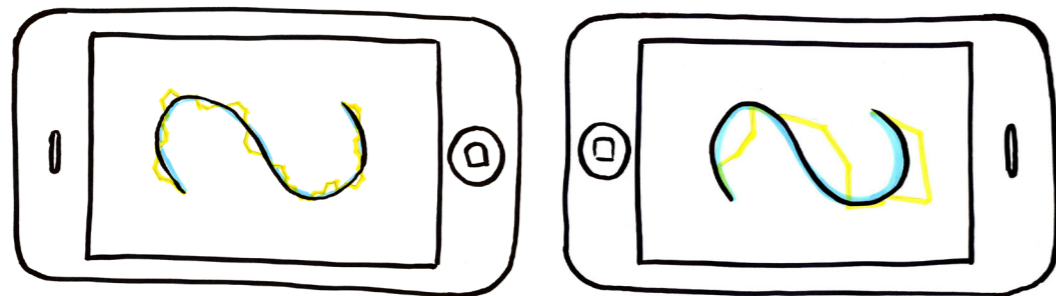
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Sound filter #2

Move the phone
to activate filter #2

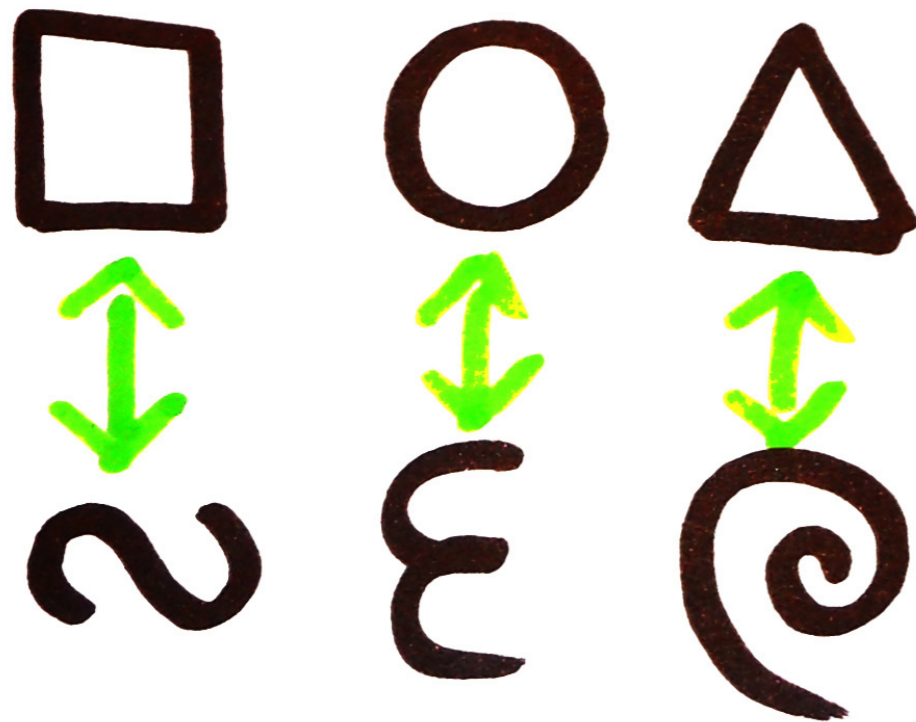


**On the screen
the user can see
the filter effect
on the icon**

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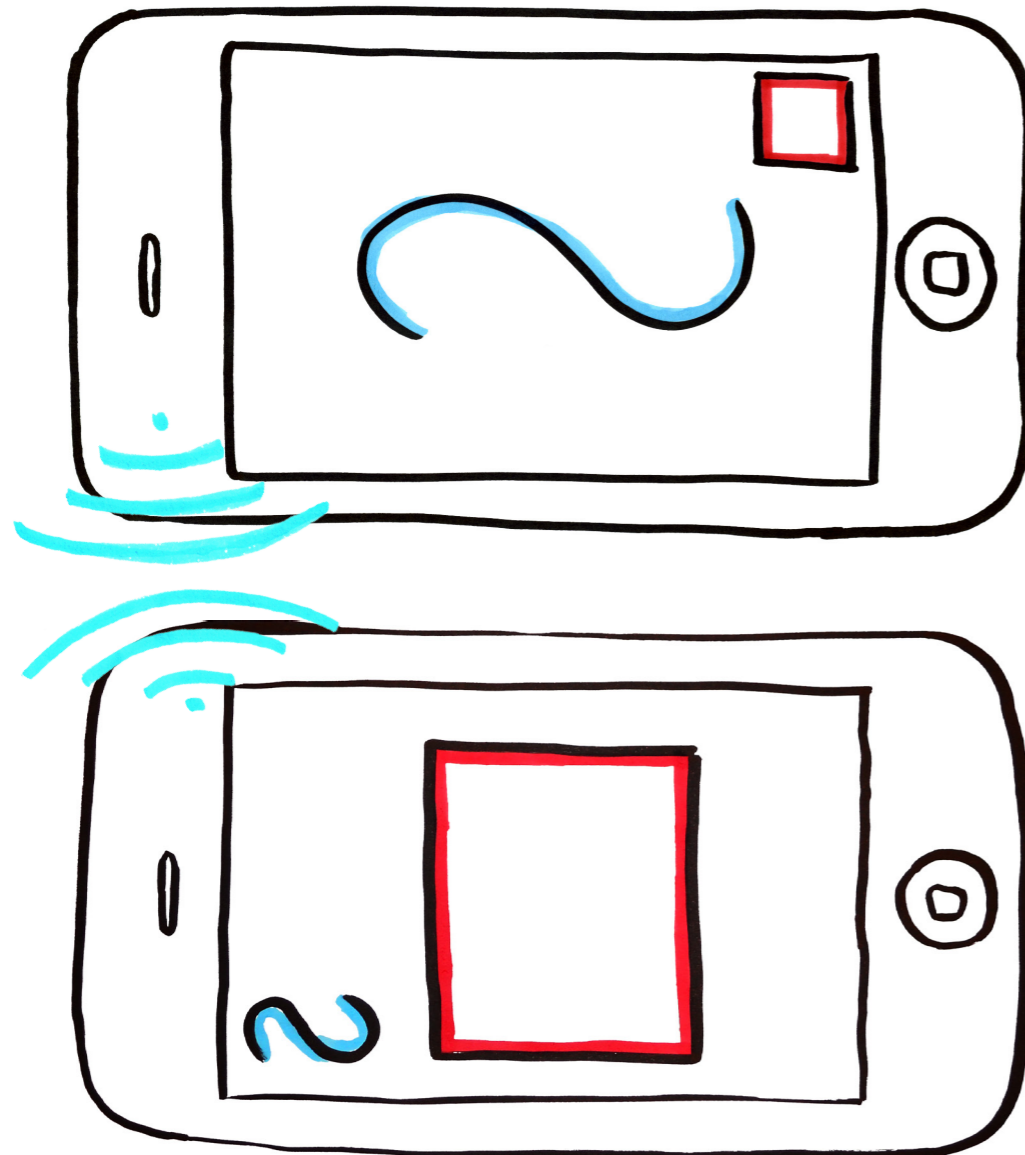
Interaction possibility

Each user can interact only between these pairs of instruments

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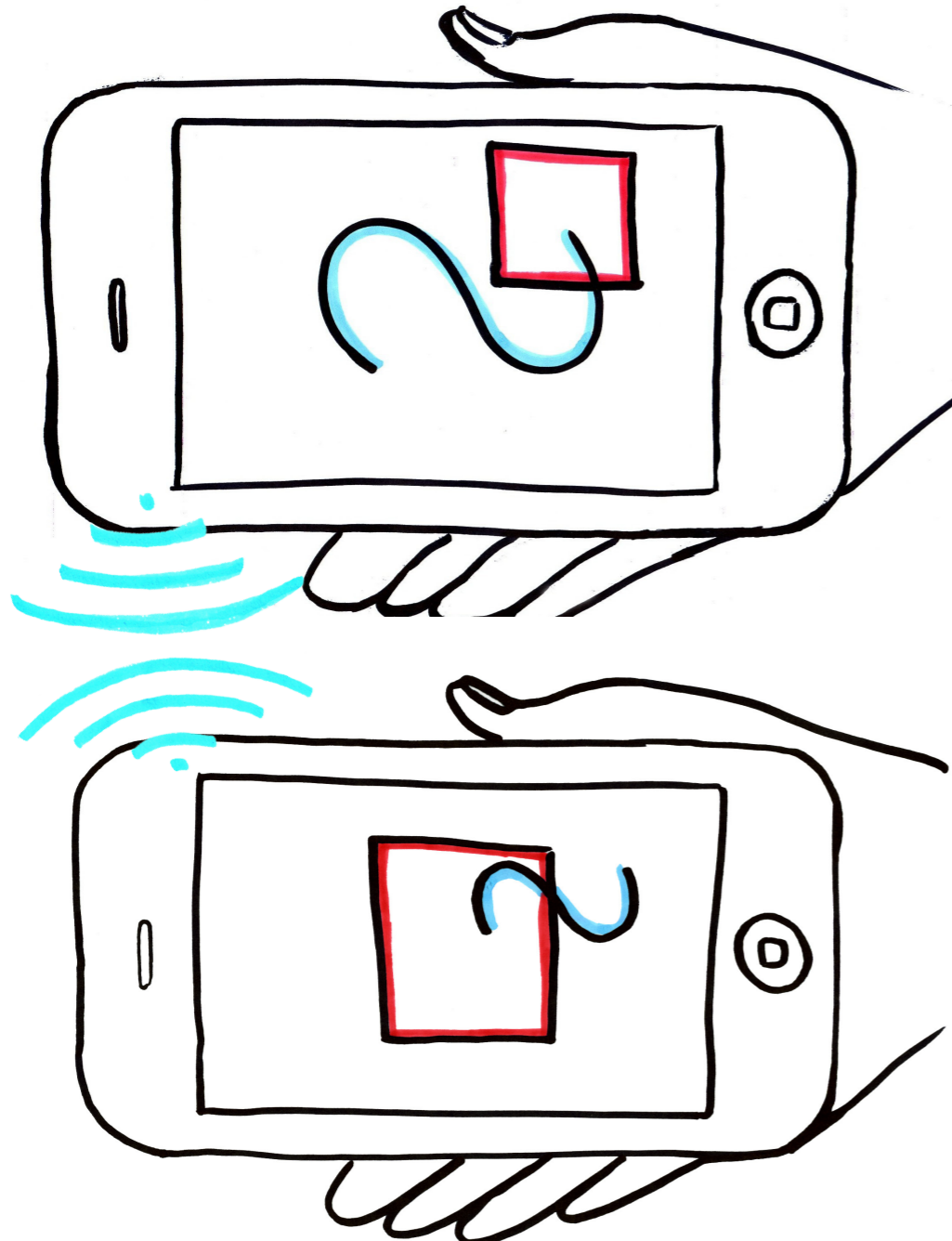
Interaction

**A small icon compare
on the screen to pick up
the other user/instrument**

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Interaction filter

The users that interact, generate a third sound

The distance between users is in inverse proportion to the volume of the third sound

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Thank you.