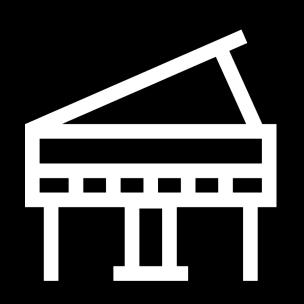
# PIANOMAN

S19 ECE Capstone Design Project - Team D7
Final Presentation

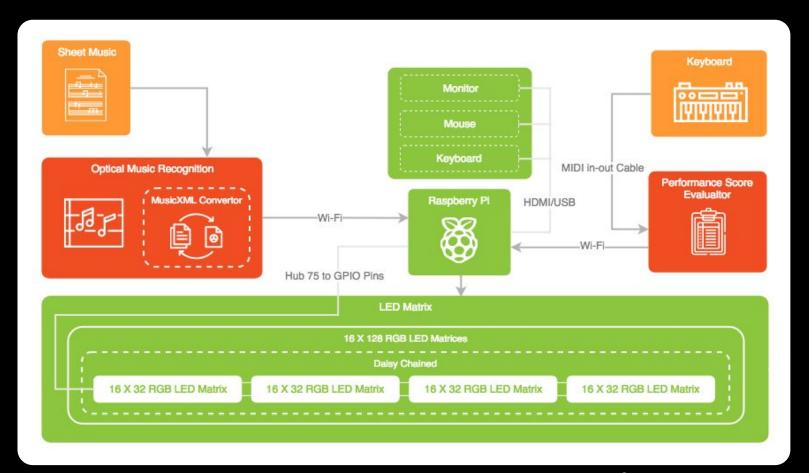




## **Application Area**

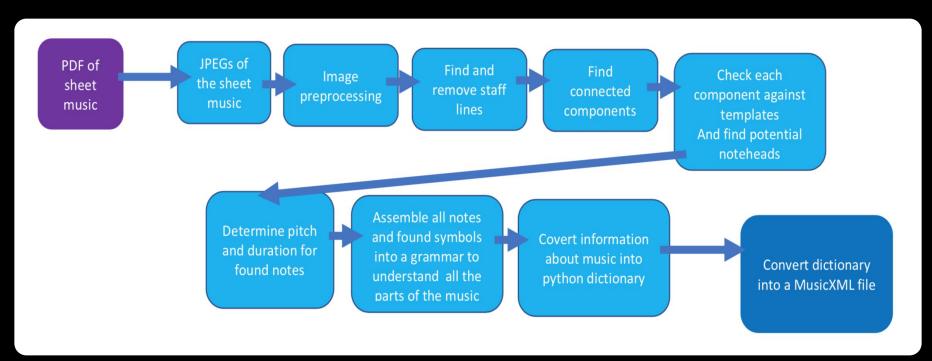
A Self learning tool for Piano players.

Reads sheet music of a song, lights up LED matrices indicating which notes they should play and generates an evaluation of their performance at the end.



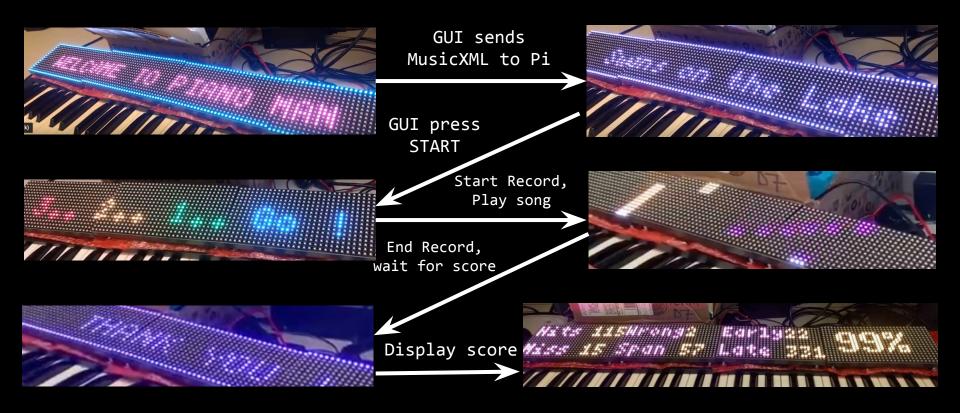
# Solution Approach

## Optical Music Recognition





## LED Matrix Chain Display - File Transfers



## **Complete Solution**



### Metrics and Validation

#### 1. Optical Music Recognition

Requirement: Correctly identifies 90% of all noteheads, rests, accents (dots, sharps, flats, naturals), time signature, clef symbols, and key signature to produce a musicXML file. Can complete OMR in 1 minute/120 recognizable items.

#### **Validation**:

- Data: Digital sheet music pdfs
- Test: Compare original pdf to output from SoundSlice (reads in musicXML into sheet music)

## Metrics and Validation

#### 2. Raspberry Pi - LED Matrices Chain

<u>Requirement</u>: Displays 99% of notes from the MusicXML files sent by OMR side GUI at the right time for the right duration. Takes less than 3 seconds each to parse files (musicXML, start, end).

#### Validation:

- Data: MusicXML files from MuseScore
- Test: Compares the start times and durations of segments produced on the LED Matrix chain against calculations from the Song's Sheet Music PDF

## Metrics and Validation

#### 3. Performance Score Evaluator

<u>Requirement</u>: Evaluates the user's performance score and sends to the RPi in less than 3 seconds after end recording and exporting to MIDI file.

#### **Validation**:

- Data: MIDI/XML from MuseScore
- Test: Check if the performance score evaluator correctly calculates the performance score and sends to RPi

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4.4 Run	n Demos of LED Matrix Library on assembled system	Surbhi														
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### **Lessons Learned**

- 1. Order your parts as early as possible to conduct functionality tests. Order extra in case the parts go out of stock later.
- 2. Make a detailed schedule by reducing each task into list of agreeable goals.
- 3. Think of a design project that will have enough independent work for three people but will come together at the end and not end up like three separate projects.