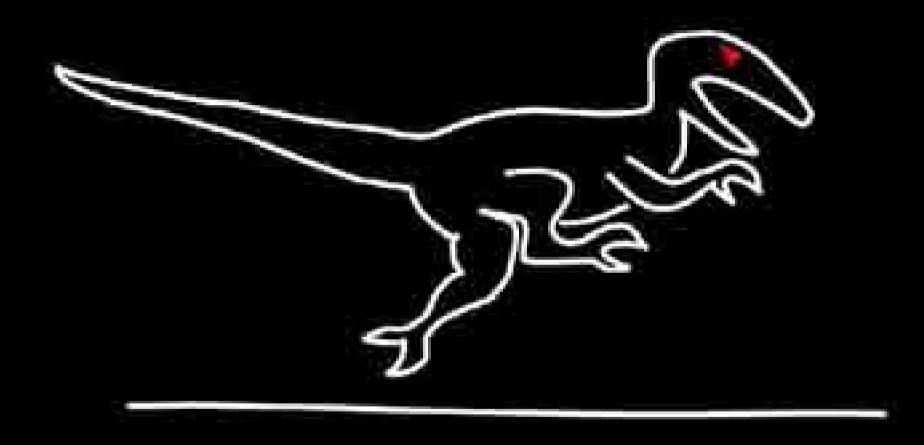
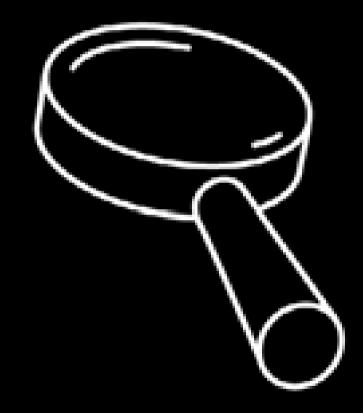
Assorted Ideas in User Interfaces for Audio

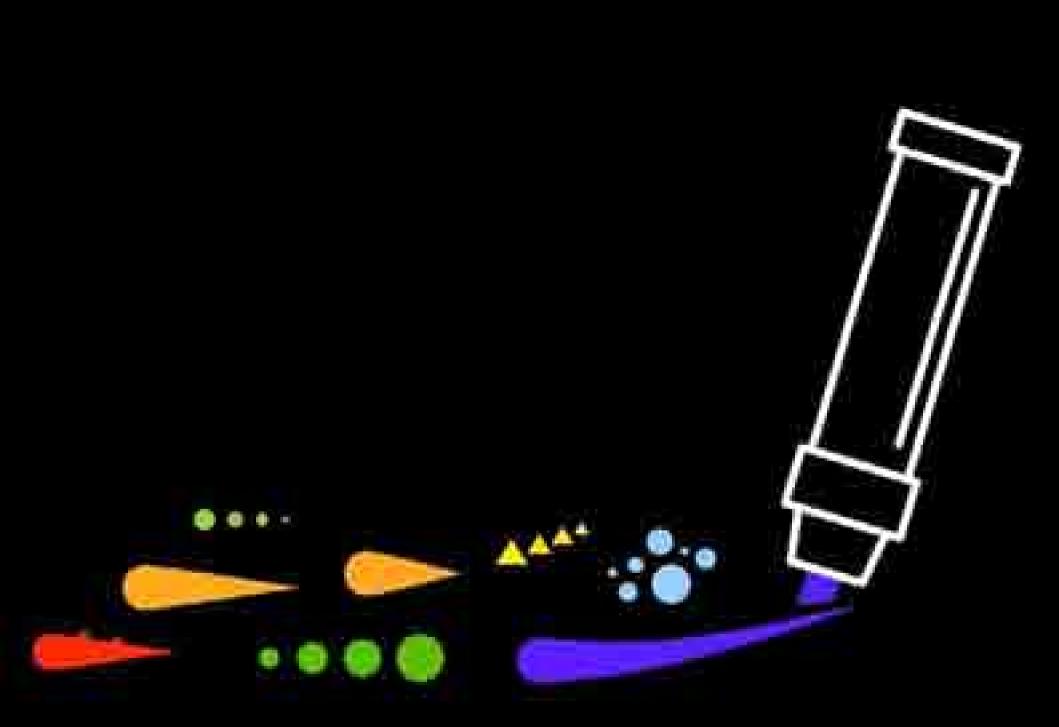
Sebastian Heise Michael Hlatky Jörn Loviscach

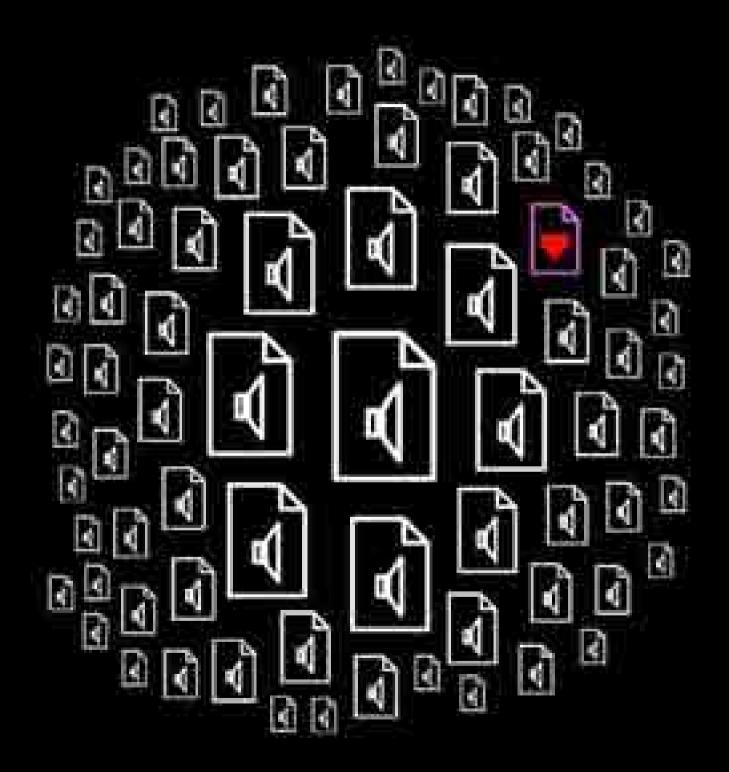
jL@j3L7h.de





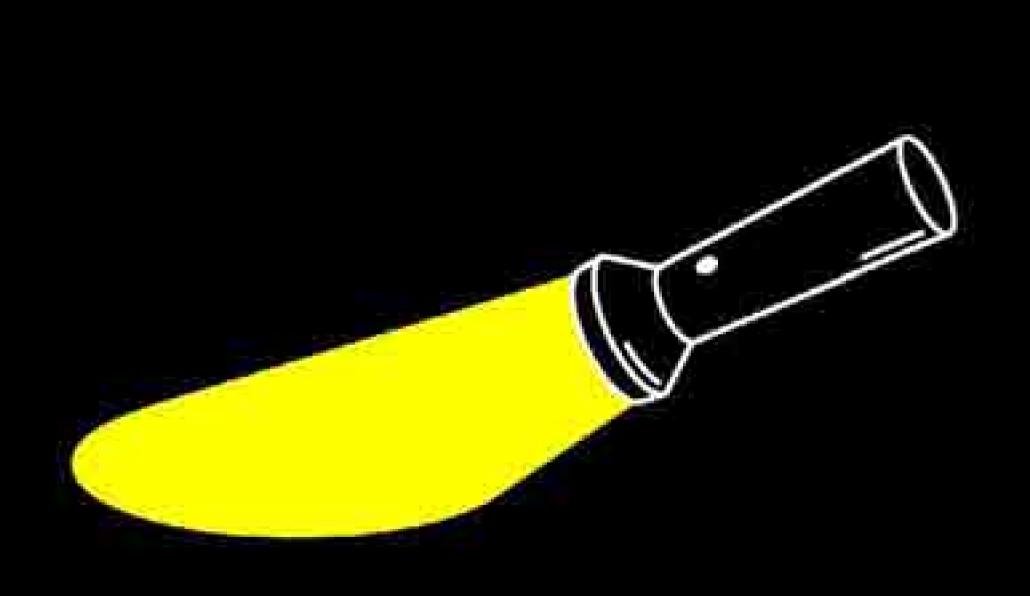








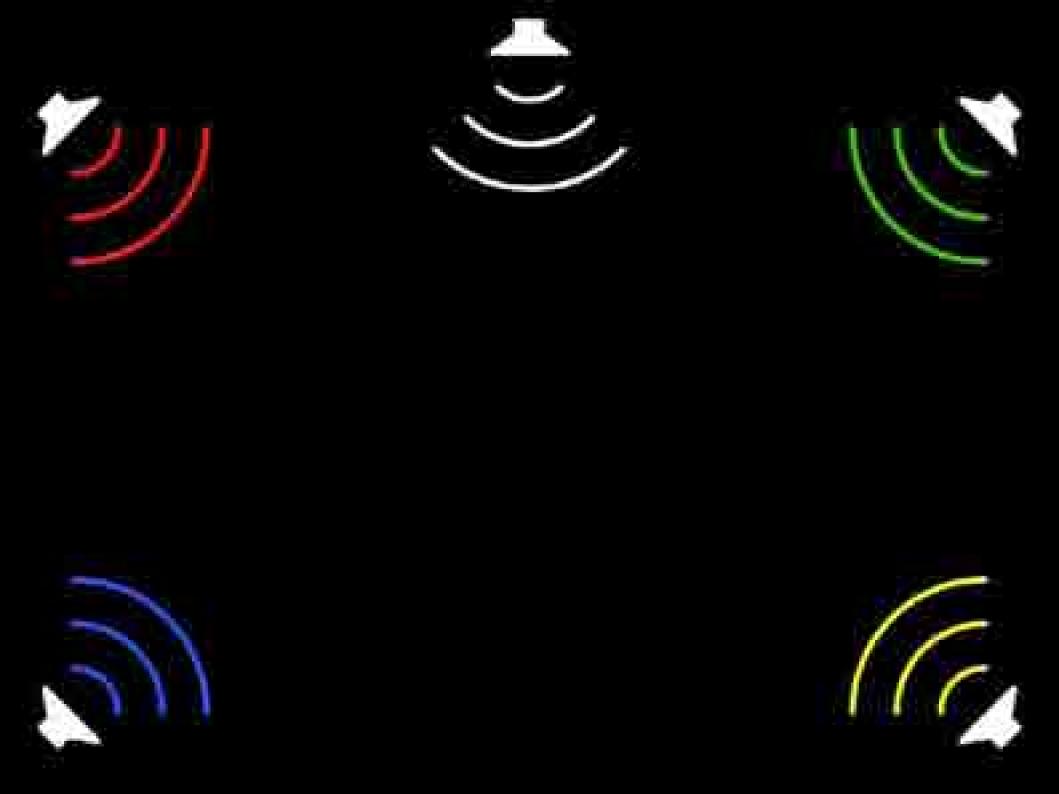














Onomatopoeic Tagging

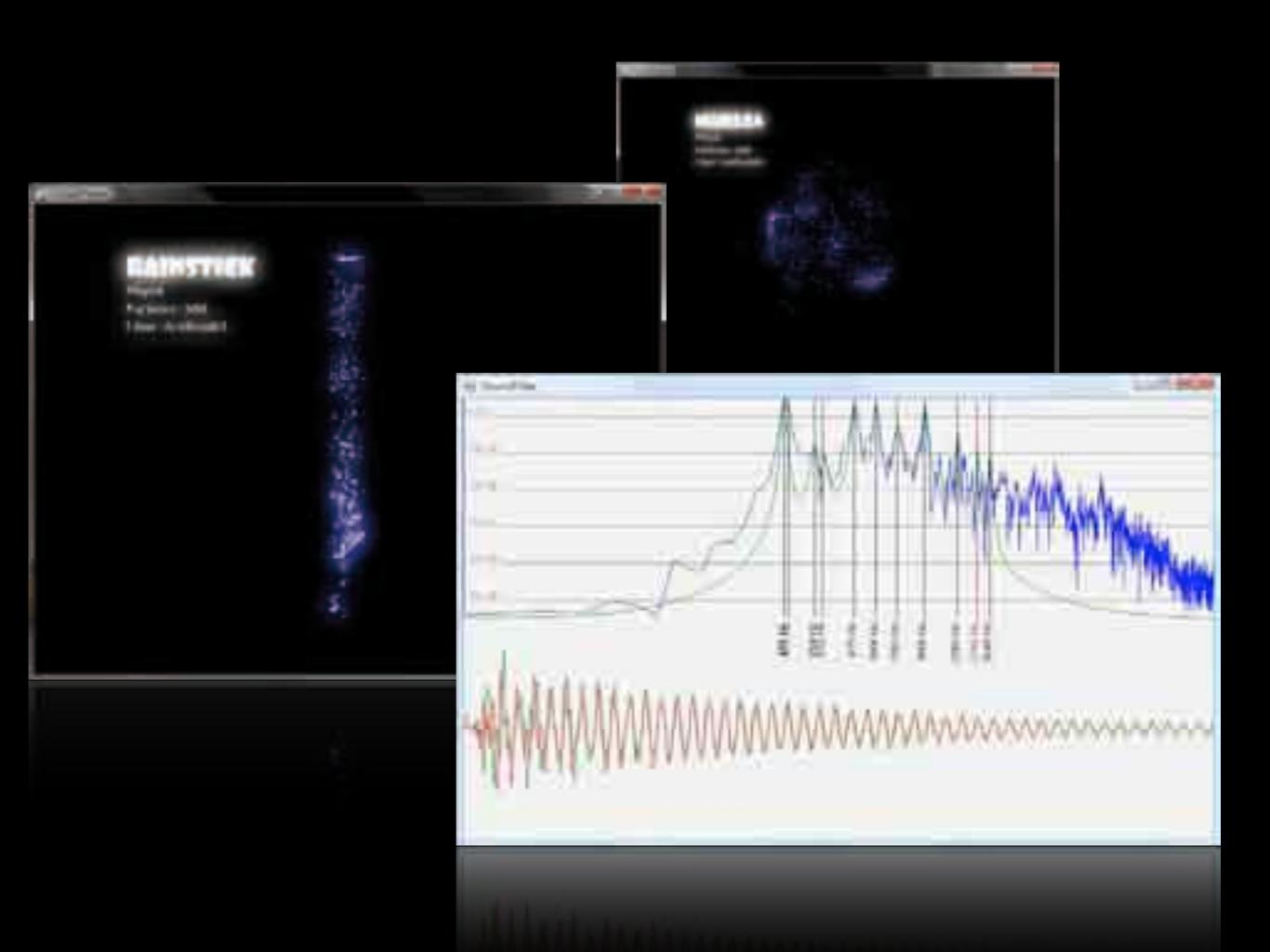


RH. ROJACINANS

PFFF

E E E E E E E

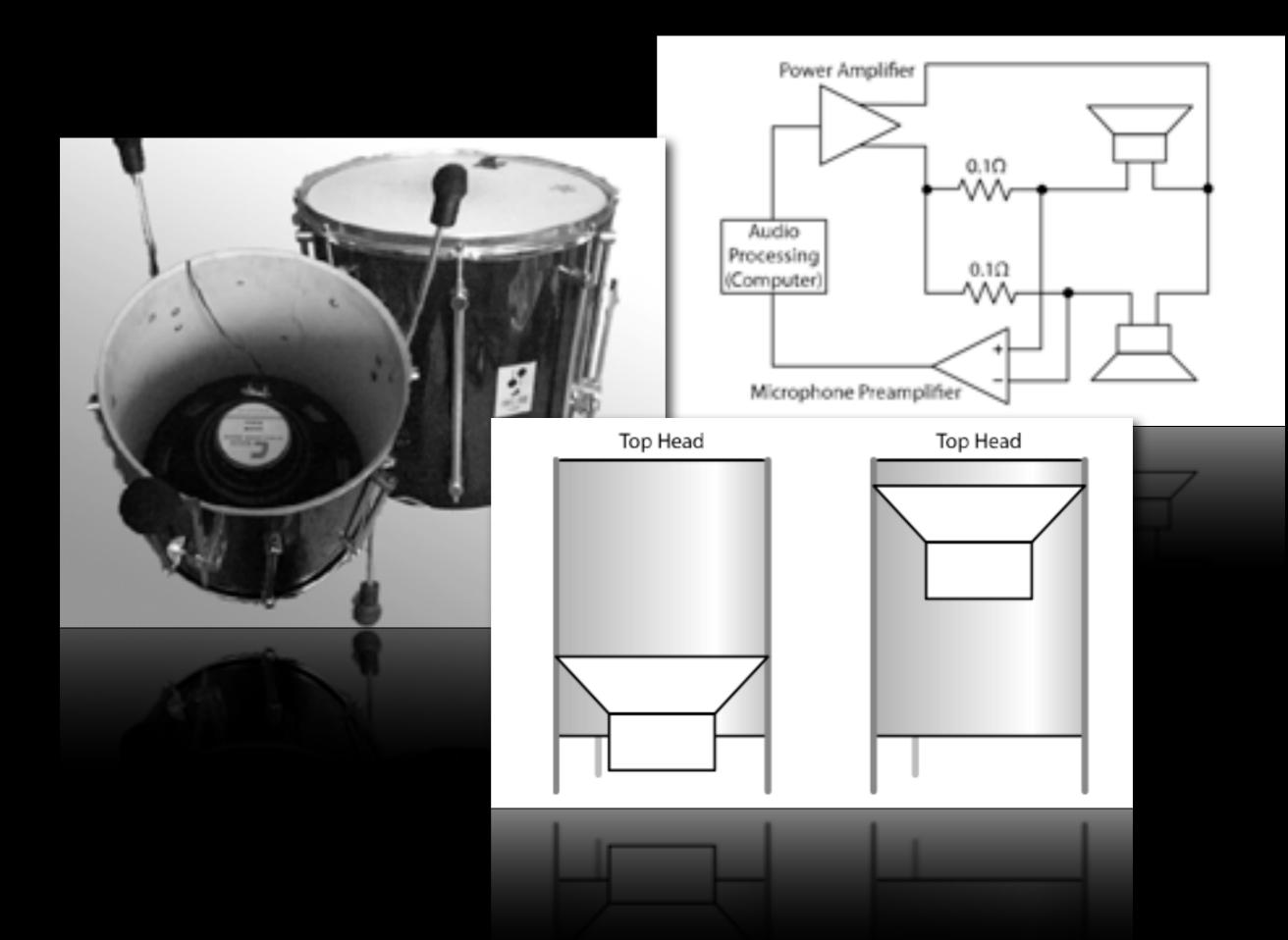
Virtual Shaker



Malleable Drum

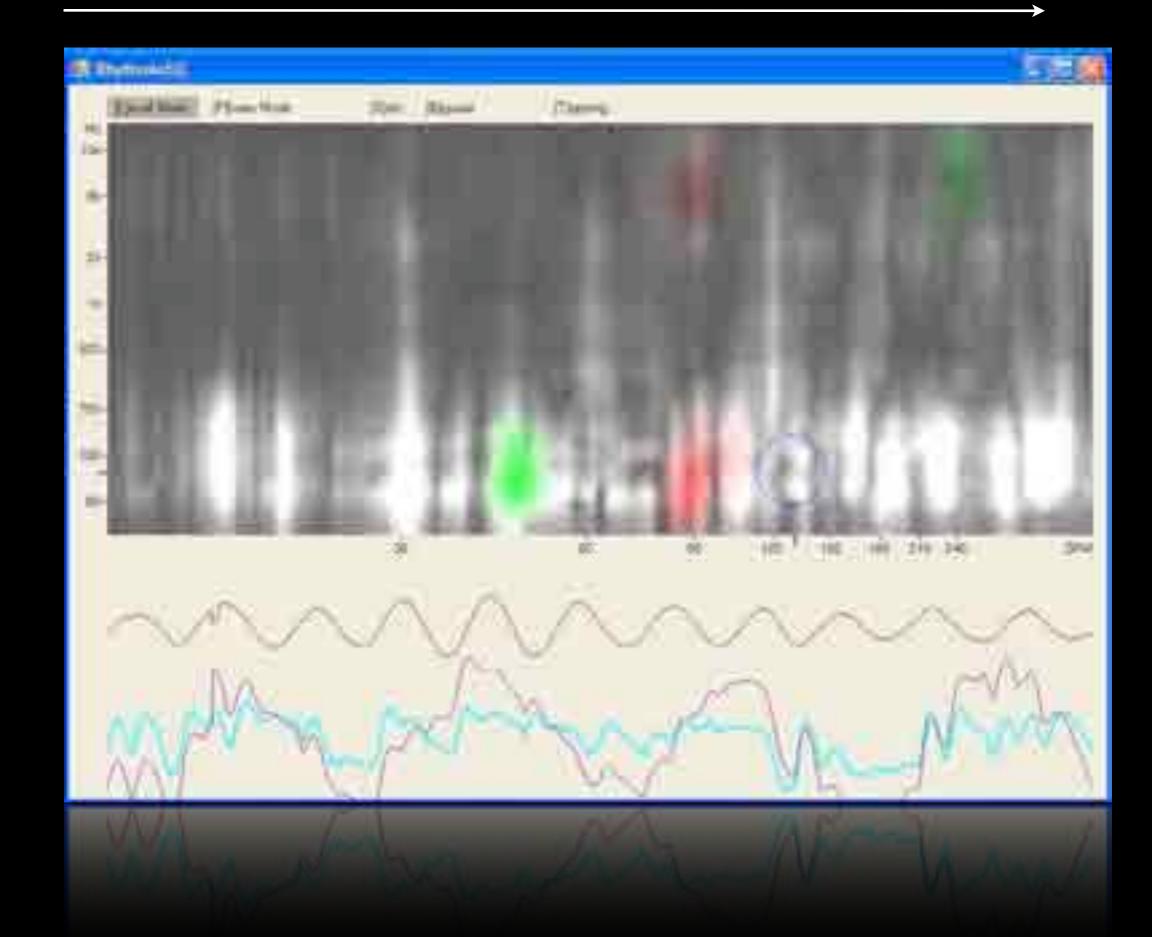


A Loudspeaker as Drumhead



A Rhythmic Analyzer and Equalizer

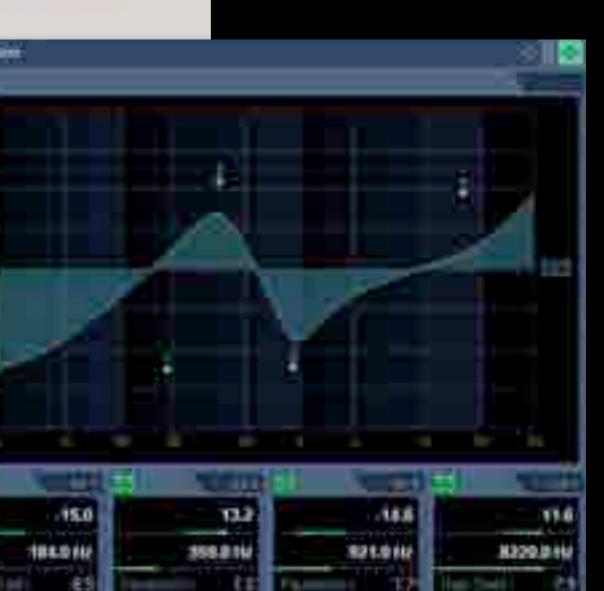
Rhythmic Frequency (Beats per Minute)



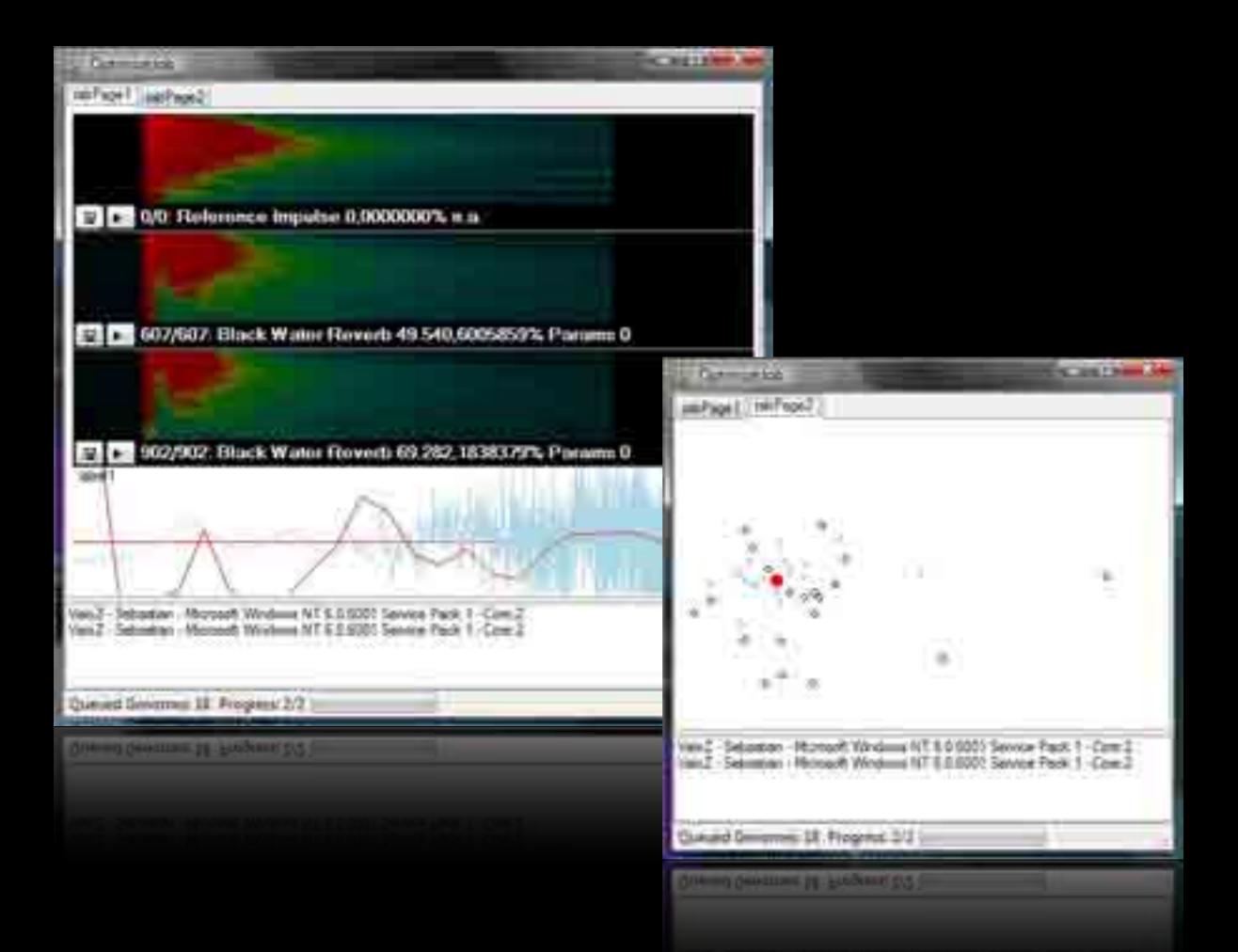
Audio Frequency

Graphical Control of a Parametric Equalizer

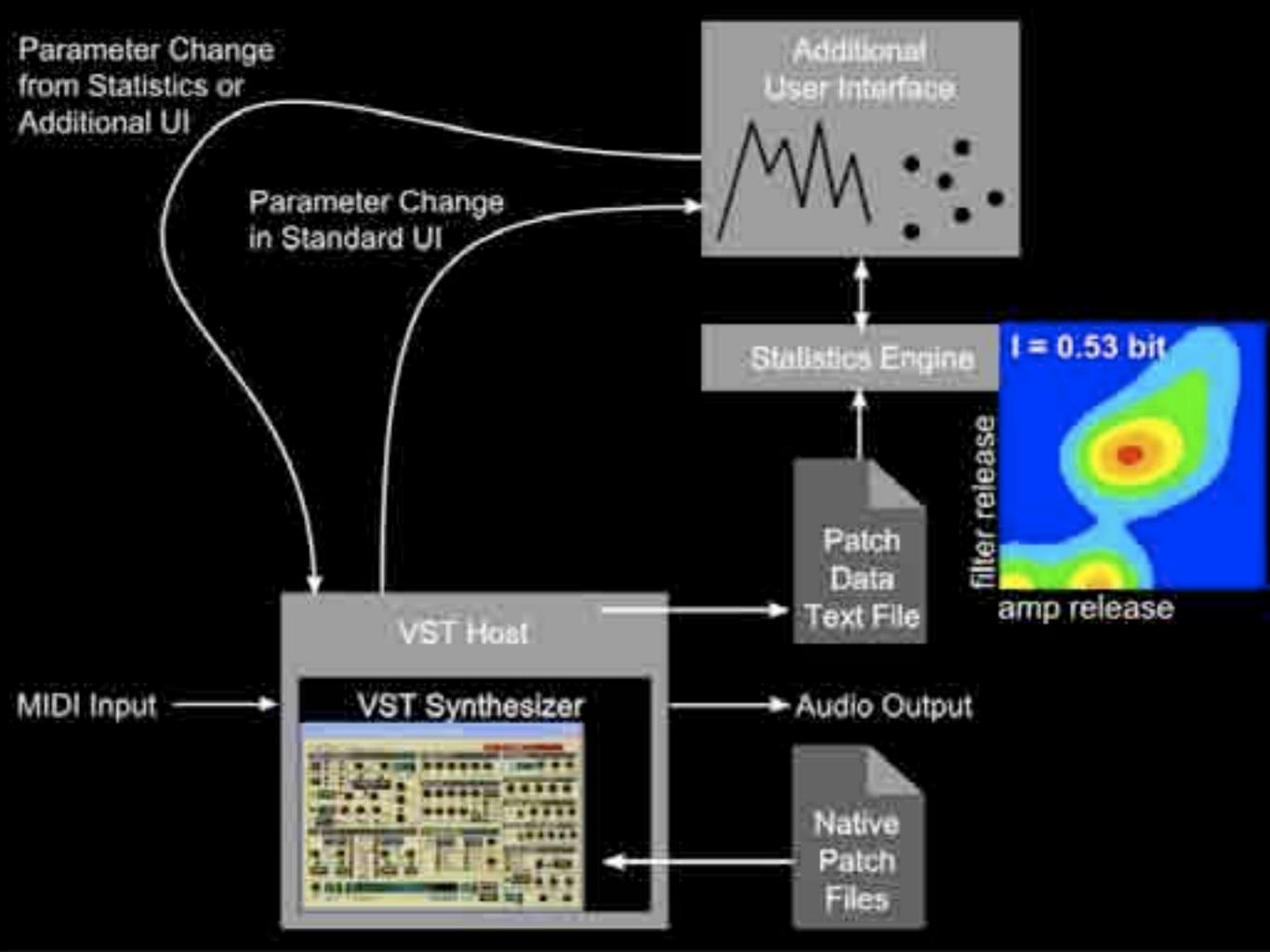




Optimization of VST Plug-in Settings



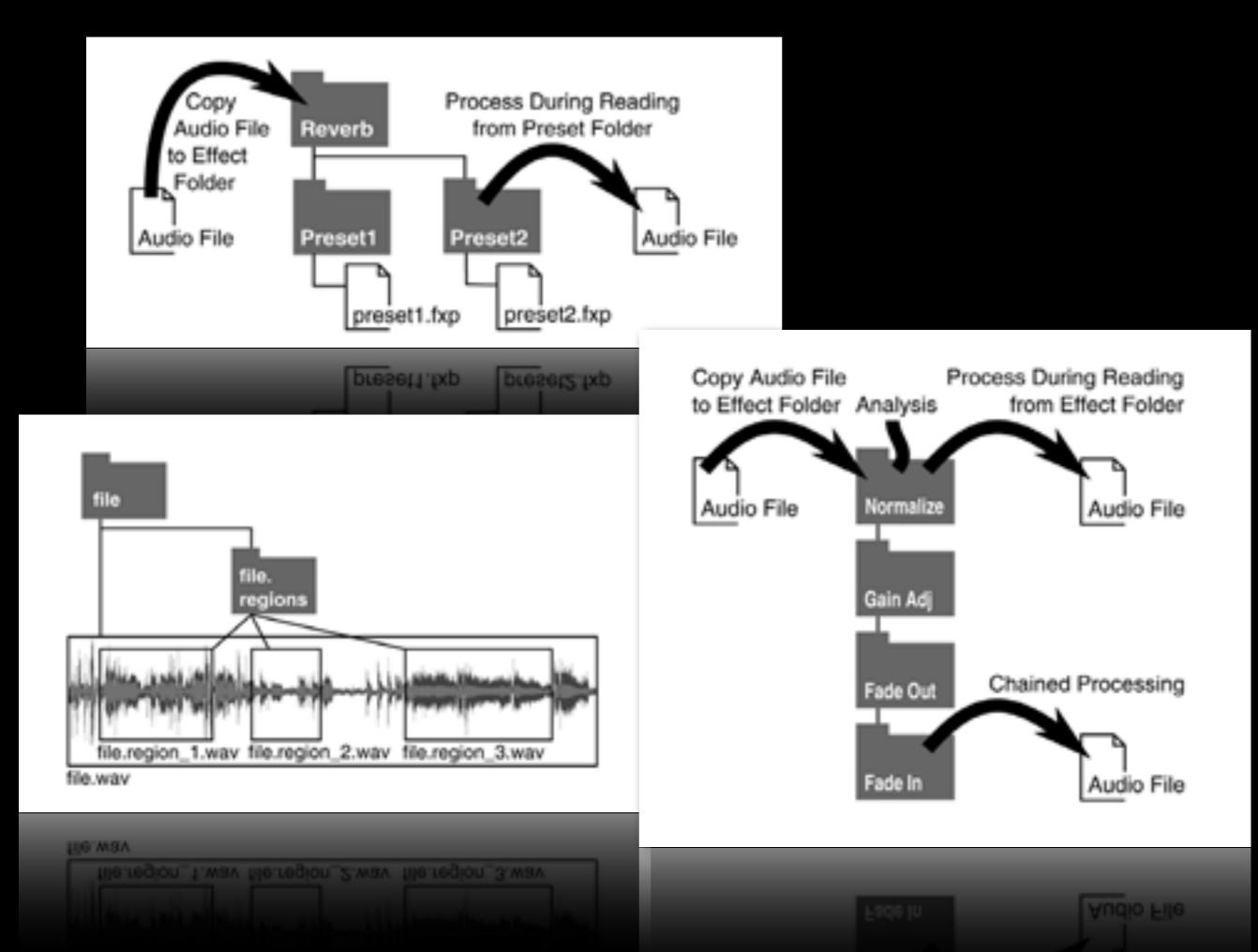
Programming a Music Synthesizer through Data Mining



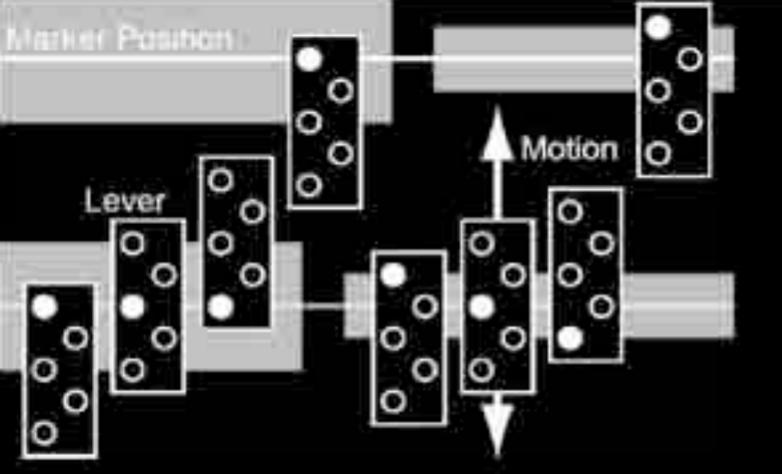
Musical Icons: Procedural Glyphs for Audio Files



Virtual File Systems for Audio Production

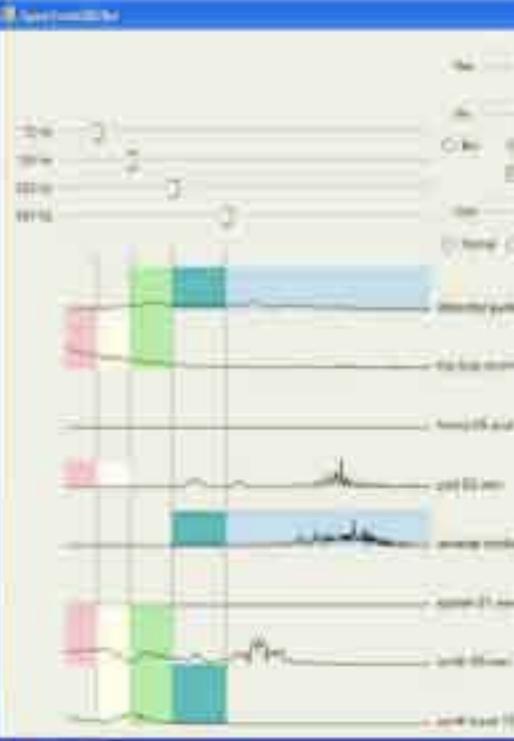


Sound at Your Fingertips: An Electrotactile Fader



Virtual Detents





Track Identification

GPU-based Audio via the VGA Port

