

MU2300 – Final Project - Xbox One Controller Simulator & Drum Machine

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Description: This project simulates the Xbox One controller to a standard drum kit. The user can make drum beats with buttons and sticks on the Xbox one controller. It also allows the user to drag in music files to play while beating the drum synchronously. The drum kit it simulates contains:

Bass Drum, Snare Drum, Floor Tom, High/Mid Tom, Crash Cymbal, Ride Cymbal and Hi Hat

To activate: Download the project, install MAX, make sure the Xbox One controller is connected to the computer. Then, open the Max Patch and follows the prompts.

This project was developed by Ziqian Zeng for the Final Project on MU 2300 Foundations of Music Technology in A term 2019.