

How to Make Guitar Hero

(Analog EE Style!)

Druck Green

Daniel Shaar

What Makes Circuits Cool

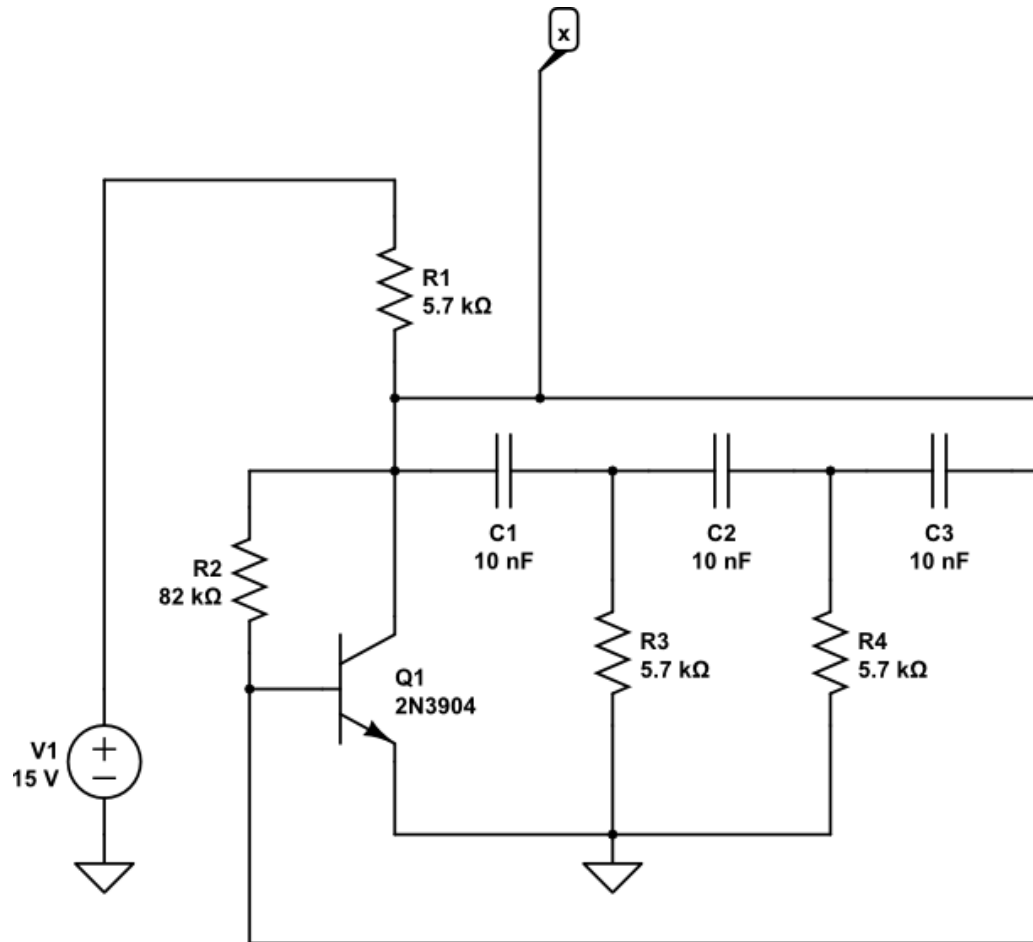
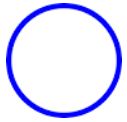
You Know What Would be a Cool Circuit?

GUITAR
HERO



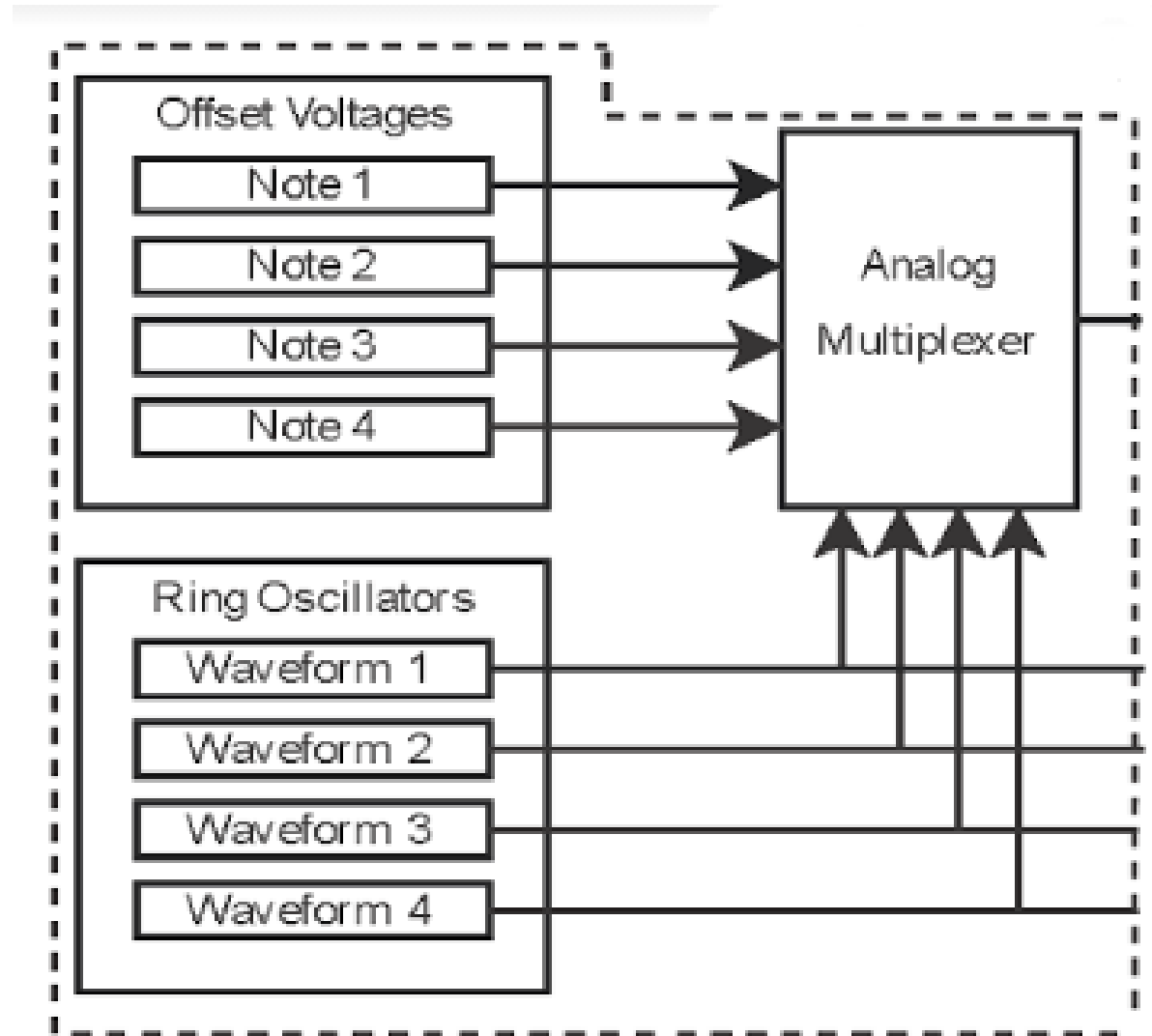
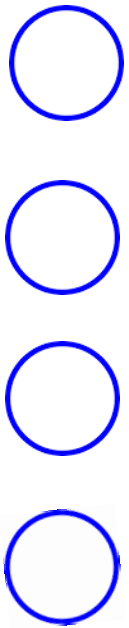
We Start With a Single Note

Output



How About Four Notes?

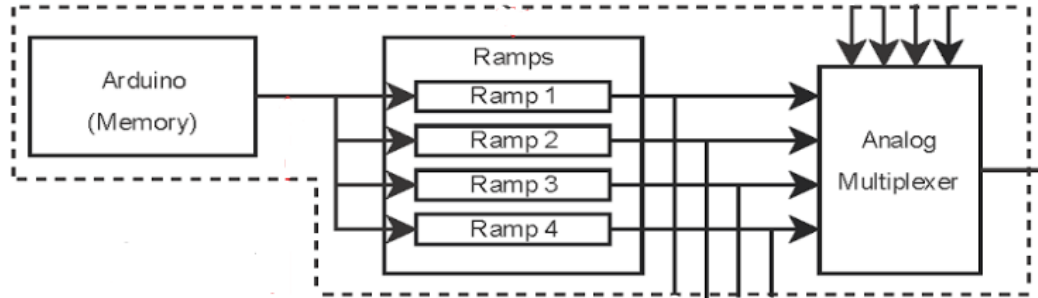
Output



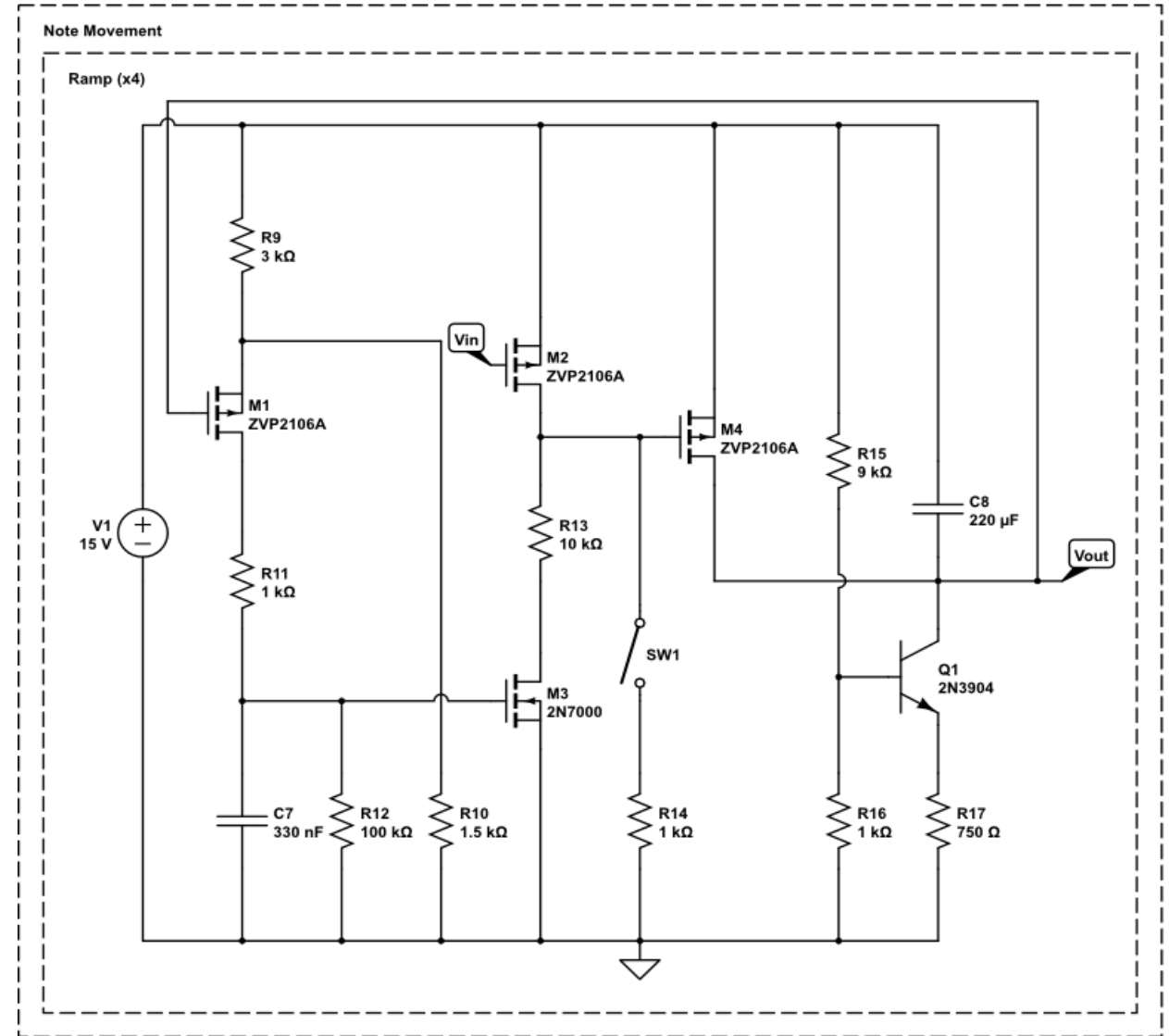
Technical Components

- Buffered Voltage Divider
- Schmitt Trigger Oscillator
- Sallen-Key LPF
- Allpass Filters

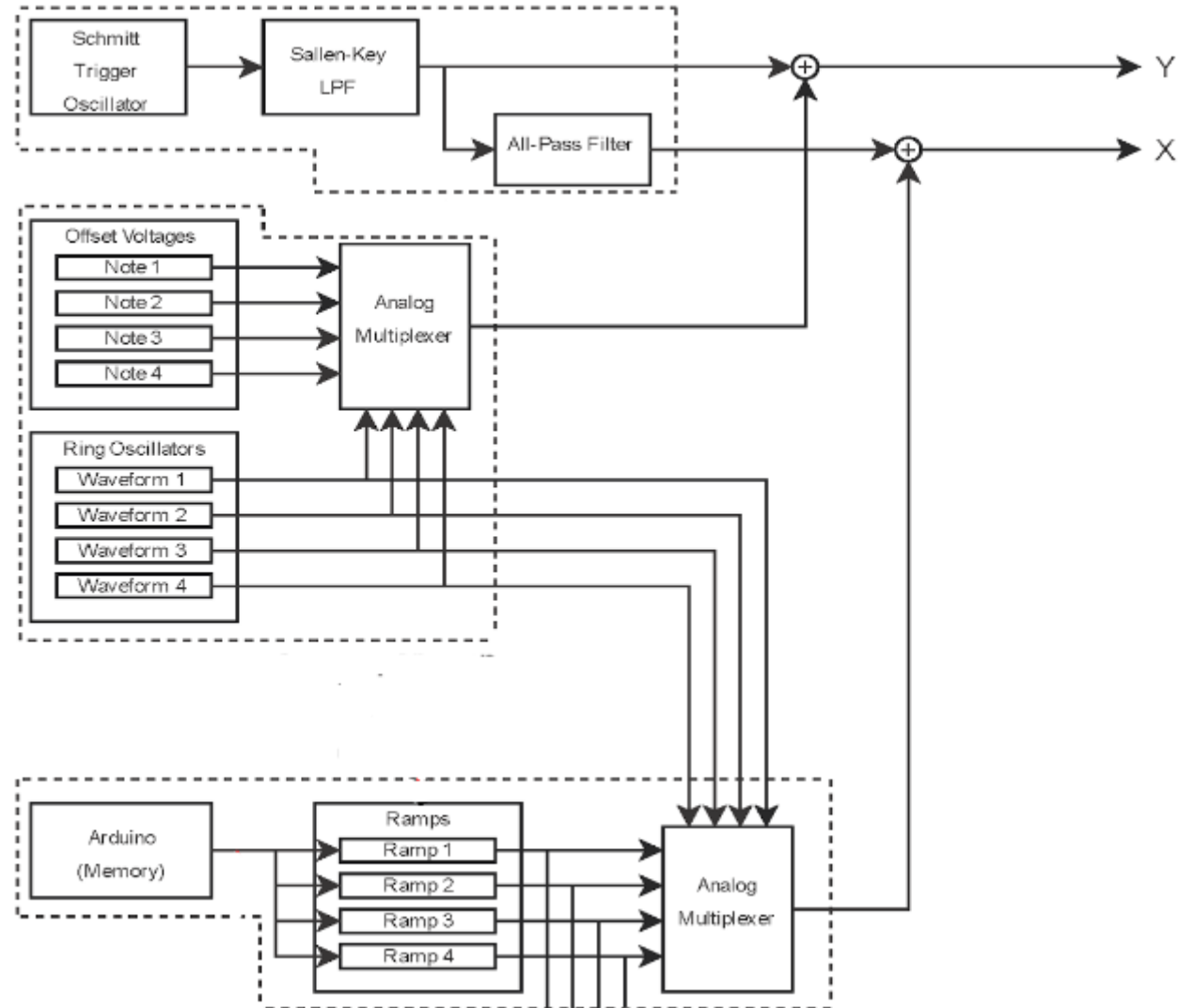
Make Them Move



Output

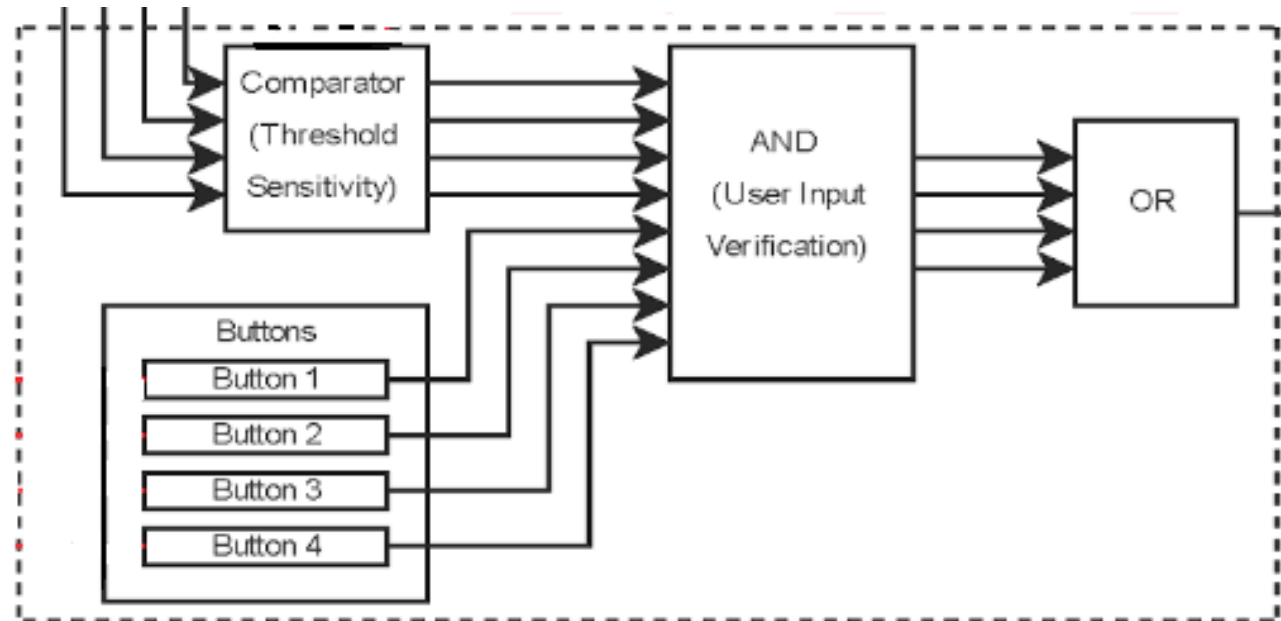
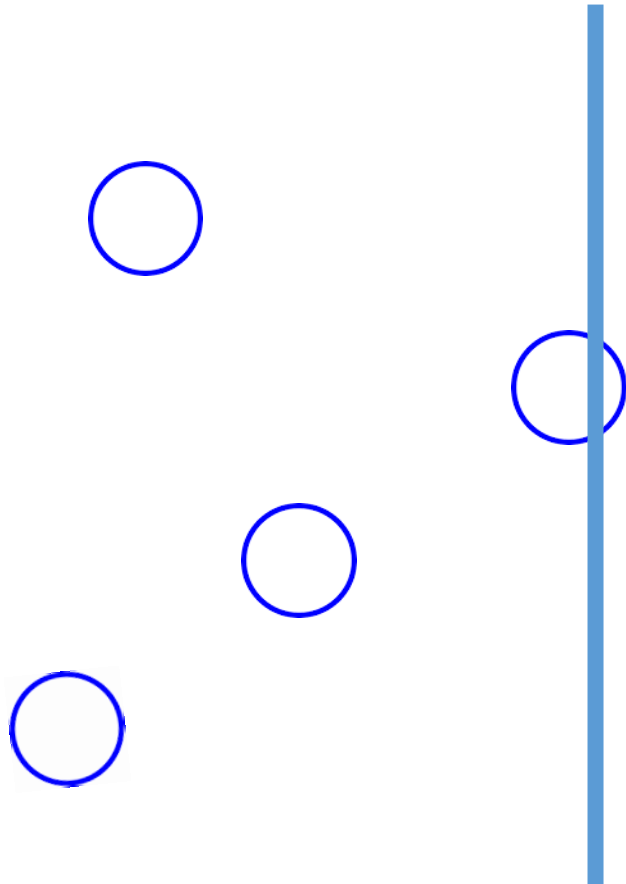


Summary of Visuals

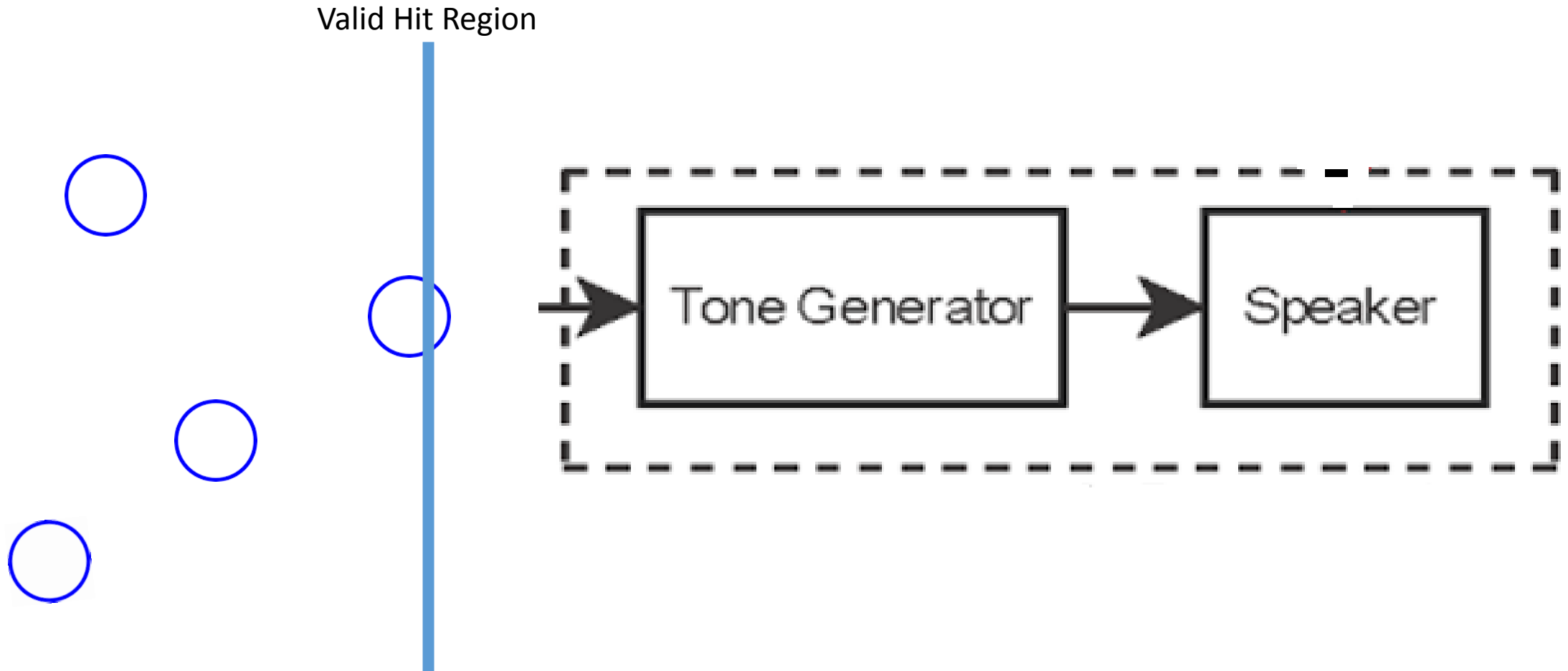


Let's Play

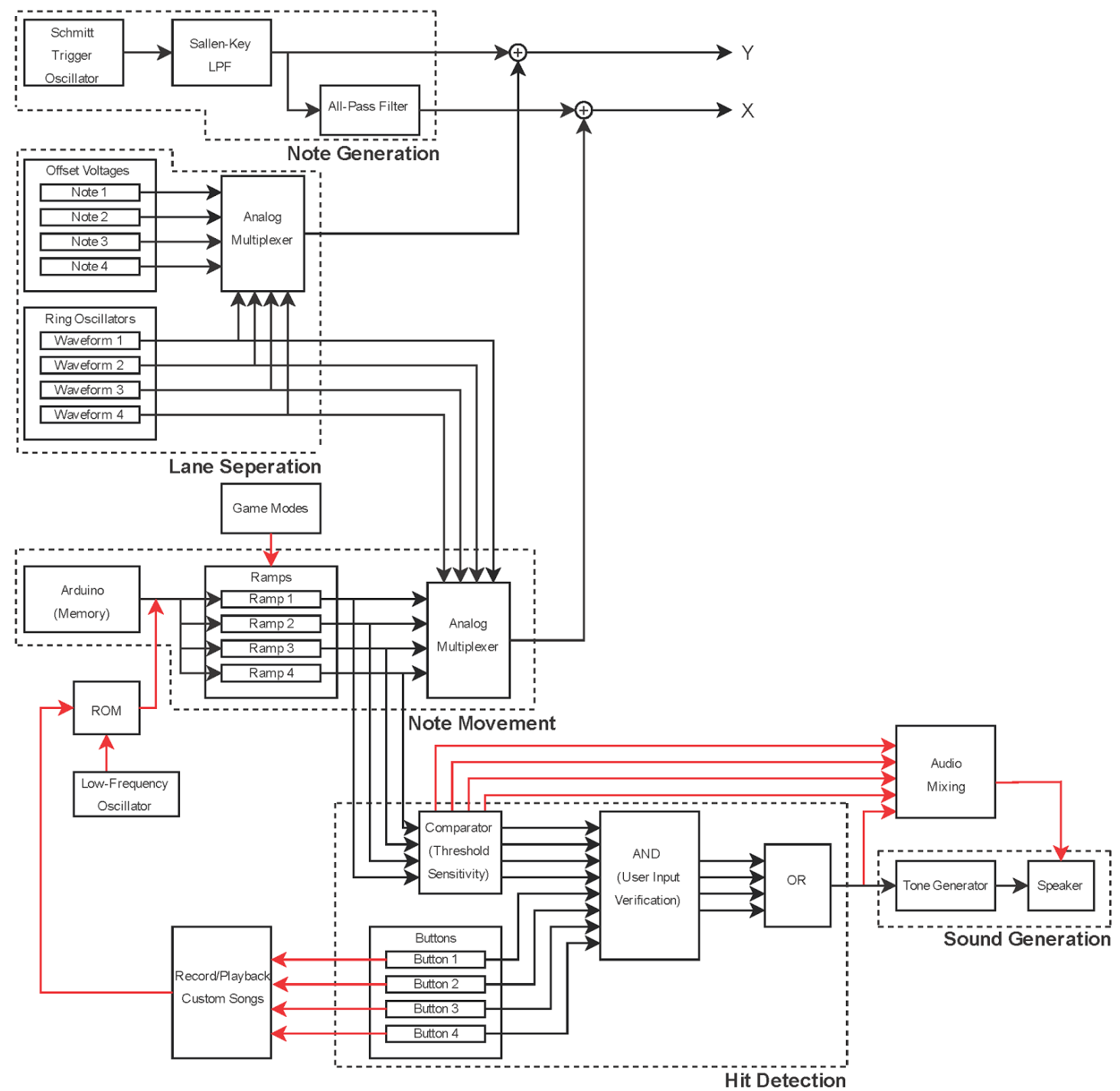
Valid Hit Region




Make Some Noise



Putting It All Together



How You Ask? (Timeline)

- Week of April 9th - Note Generation Module
 - Week of April 16th - Note Movement and Lane Separation
 - Week of April 23rd - Hit Detection and Sound Generation
 - Week of April 30th - Stretch Goal Modules and Testing/Debugging
 - Week of May 7th - Finish Testing/Debugging
- 
- A yellow decorative triangle is located in the bottom-left corner of the slide.

But Seriously...

GUITAR
HERO

