SONY



Yuru Music Hackathon in India



Overview and Q&A

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To support Sony's Purpose to "Fill the world with emotion, through the power of creativity and technology"

Yuru Musical Instrument Hackathon 2023



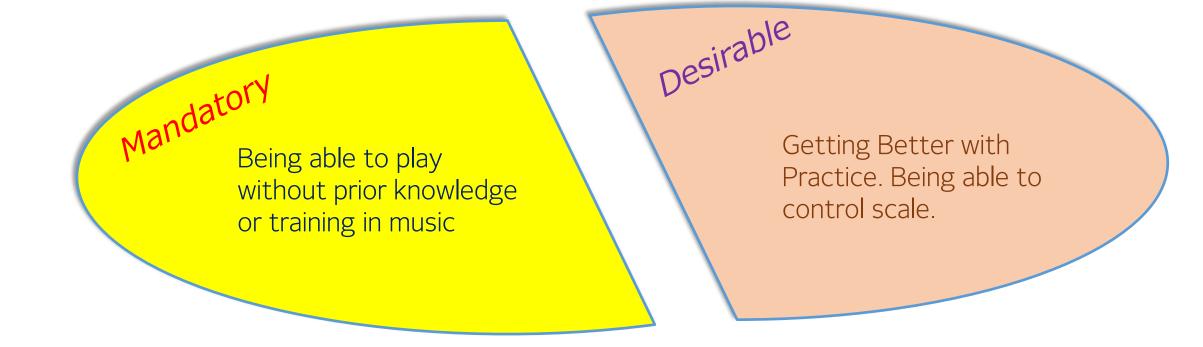
@ Bangalore on 11th & 12th March

Purpose of Yuru Musical Instrument Hackathon

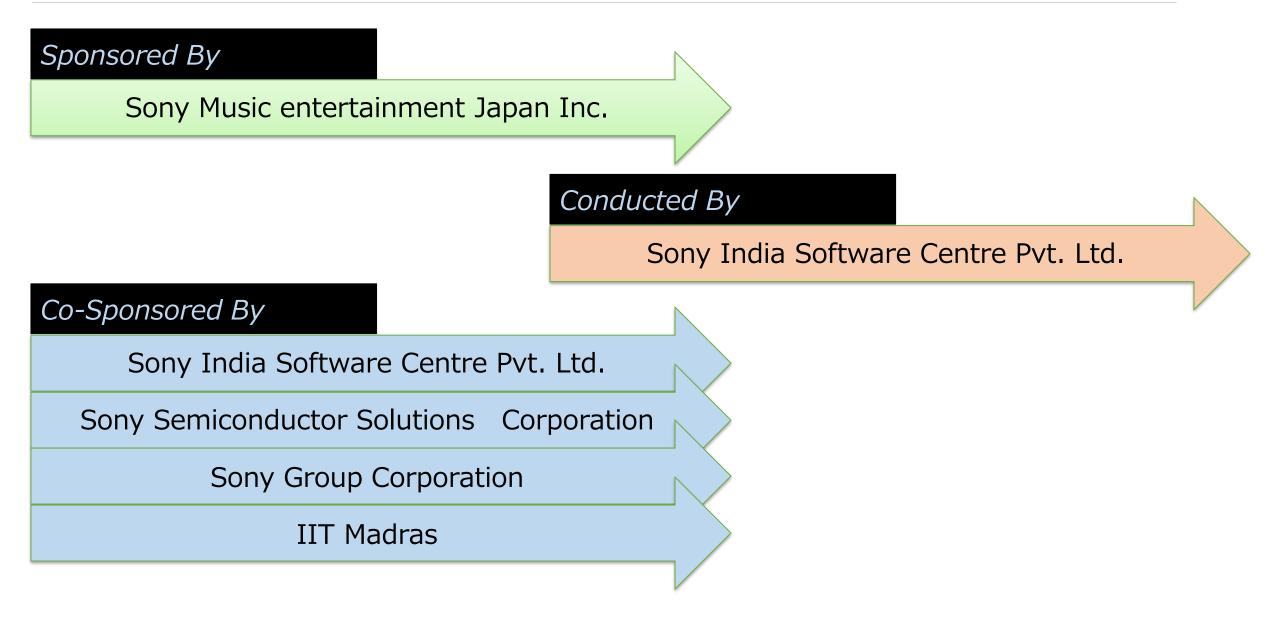
We want you to create music that you love to play and enjoy without any inhibitions

YURU

Yuru Musical Instrument Hackathon is providing an opportunity to everyone (above 18 years) to create Musical Instruments for casual music lovers to play and enjoy alone or as a group. **Yuru Musical Instruments** are musical instruments that anyone *can easily play, as envisioned by the* **World Yuru Music Association.**



Who organizes the event?



Awards & Recognition



 Special award from Guests 	(Sony Goods, Products, etc.)
Sony Music Entertainment Japan	1 team
Sony Semiconductor solutions	1 team
Sony Group Corporation 1	1 team
Sony Group Corporation 2	1 team

Certificates and Prizes for Teams qualified for Hackathon

Phases & Timeline

Register @ <u>https://www.sonyindiasoftware</u> <u>.co.in/events.html</u>

- Download, Fill-in Idea sheet template & Submit Ideas
- Sony will shortlist 10 Ideas

Ideathon

[12th Jan – 10th Feb]

Pre-Hackathon

 $[11^{th} Feb - 10^{th} Mar]$

- Ship Devices to Teams
- •Teams to get hands-on with Devices
- •Teams to design Musical Instrument & build HW/SW modules

• Build Prototype

- •Demo
- Perform on Stage
- Awards

Hackathon [11th & 12th Mar]

Glimpses of Past Yuru Hackathon events

Yuru Musical Instrument Hackathon was conducted in Japan

@ Tokyo in 2021@ Osaka in 2022

Please visit <u>https://yurumusic.com/#instruments</u> to watch the Demo videos of Musical Instruments created by the Participants

Snapshots of Musical Instruments from past events

Ultra light saxophone

 \Rightarrow A saxophone that anyone can play without going out of tune.

Instrument concept

- Anyone can play it easily
- Extend your voice to a saxophone sound

Sensor

Pitch detection with microphone



Harmony Flag

 \Rightarrow This instrument plays chords by posing with arms outstretched to the left and right, like a sailor's flag signal

Instrument concept

- Anyone can play it easily
- Exercise to music
- Fancy performances are fun to watch.

Sensor

• IMU Sensor + Spresense





Touch the sound

 \Rightarrow Play by changing the position of the ball on the square board.

Instrument concept

- Anyone can play it easily
- Change the sound and type of sound played depending on the placement of the ball.

Sensor

• Camera detects multiple ball positions



TYPE Player

 \Rightarrow "Type Player" reinvents the computer keyboard, which we can type on the keys, will turn into a musical instrument.

Instrument concept

- User can read music notation as strings of letters instead of staves
- To all of you who work every day, why don't you become a musician today?

Sensor

• Keyboard , PC



Snapshots of Musical Instruments from past events

rock, paper, scissors

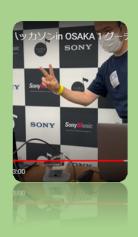
 \Rightarrow Playing Chords in rock, paper, scissors.

Instrument concept

- Anyone can play it easily
- Detects hand shape and changes the music tone

Sensor

Camera detects hand shape



Loose flamenco

 \Rightarrow Shoes and castanets for flamenco.

Instrument concept

- [Shoes]
 - · Anyone can easily make the sound of shoes anywhere.
- [Castanets]
 - Anyone can show off rolls (high-speed continuous hits).

Sensor

Detect hand and foot movements with IMU





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ps://av.watch.impress.co.jp/docs/	/series/dal/1369750.html	2021 Tokyo	
ps://av.watch.impress.co.jp/docs,	/series/dal/1428991.html	2022 Osaka	
sual programming + Toio + heet → Box with sound	Mac App + Pressure Sensor → Make music by moving o	n the giant ball	SPRESENSE + Sensor → Umbrella Code player



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How to build Yuru Musical Instrument

YURU Music

HW Devices

Spresense





Sony provides these HW to Teams shortlisted for Hackathon – To be returned after the event

toio

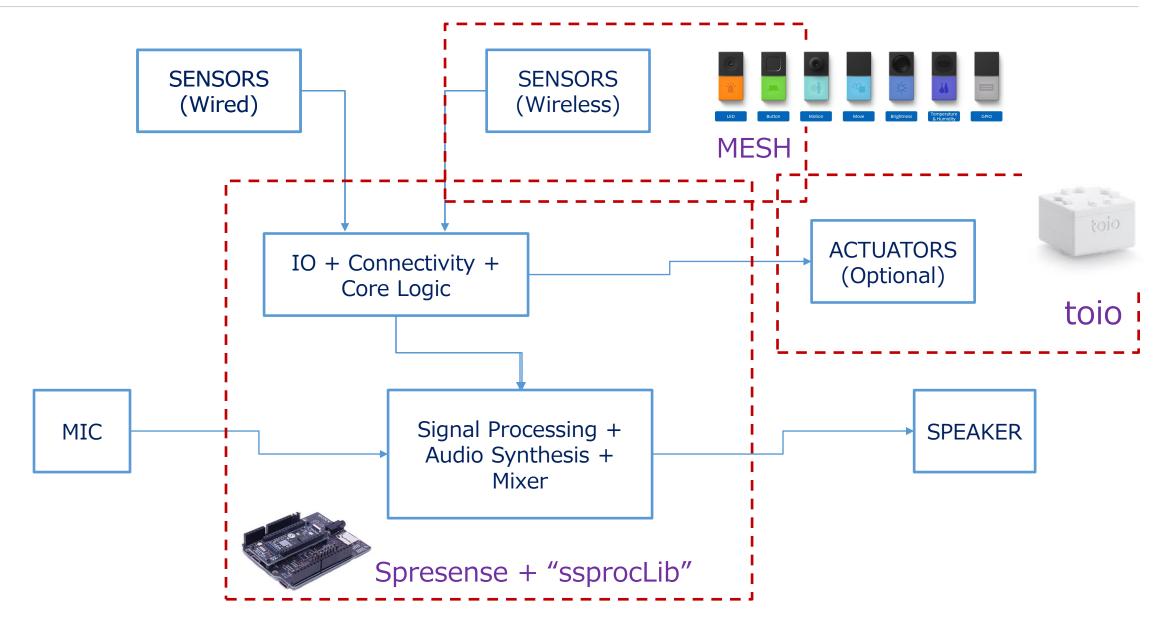
MESH



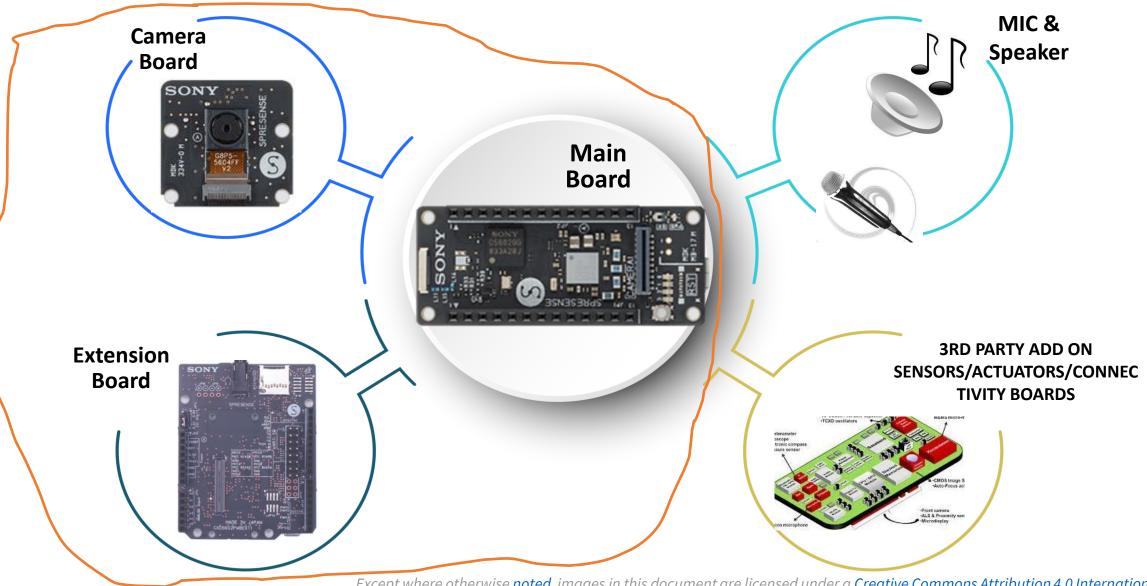
Participants are expected to arrange the additional HW modules/components.

Any other HW modules/components of your choice – Open Source, Custom, 3rd Party etc.

Musical Instrument – Prototype Skeleton

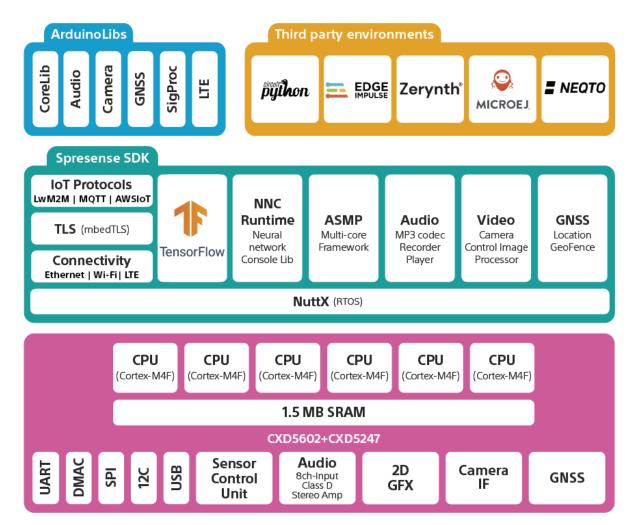


Spresense – HW Modules/Interfaces



Spresense – SW Stack





 Sony provides ssprocLib (Sound Signal Processing Library for Spresense) for synthesizing MIDI tones

 Sony recommends Arduino IDE to develop and deploy SW on Spresense for the Yuru Musical Instrument Hackathon

https://meshprj.com/en/



300+ apps and device integrations via IFTTT Bluetooth low energy

SDK for custom code, apps and services Rechargeable, durable and compact

Glance at "toio"

Create, play, and inspire. As you play with enthusiasm, the cycle is born naturally.



A robot toy with absolute position detection and its application methods that enable high-precision movement control and cooperative control of multiple robots with a simple configuration and realized new physical interactions.

Can communicate via Bluetooth® standard Ver. 4.2

https://www.sony.com/en/SonyInfo/design/stories/toio/



toio Core Cube Technical Specifications

For developers and creators who want to use a small cubeshaped robot that can control absolute position for more authentic work creation and research and development, the technical specifications of "toio Core Cube" are available.

> toio Core Cube Technical Specifications

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toio.js

This is a library for Node.js for controlling the "toio core cube" in JavaScript. Complex controls that are difficult to do with visual programming can be easily programmed with JavaScript.

> JavaScript library "toio.js"



toio SDK for Unity

This is a development environment for controlling the "toio Core Cube" with the game engine "Unity". This makes it easy to develop mobile apps and games using the toio Core Cube.





Inviting everyone to take part in Yuru Musical Instrument Hackathon India !

For more Info & Registration, please visit <u>https://www.sonyindiasoftware.co.in/events.html</u>

Please send your ideas to *Ideathon-YuruIndia-2023@sony.com*

For Support Queries, please write to <u>Support-YuruIndia-2023@sony.com</u>

Demo of Sound Signal Processing Library on Spresense board





Thank you !