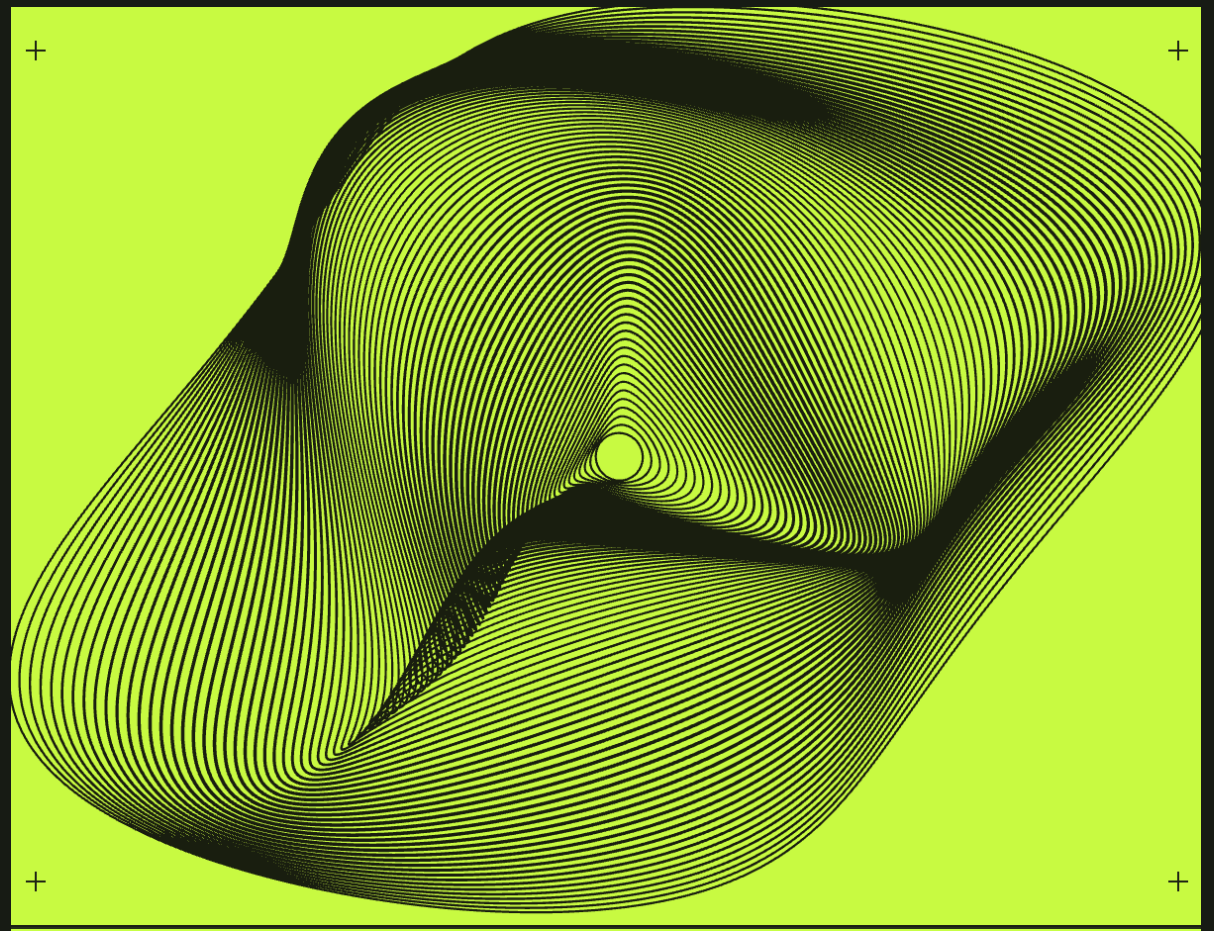
Independent design proposal
for **Orynth AI**

Listening Room

A playable score for learning to hear the parts of a beat.



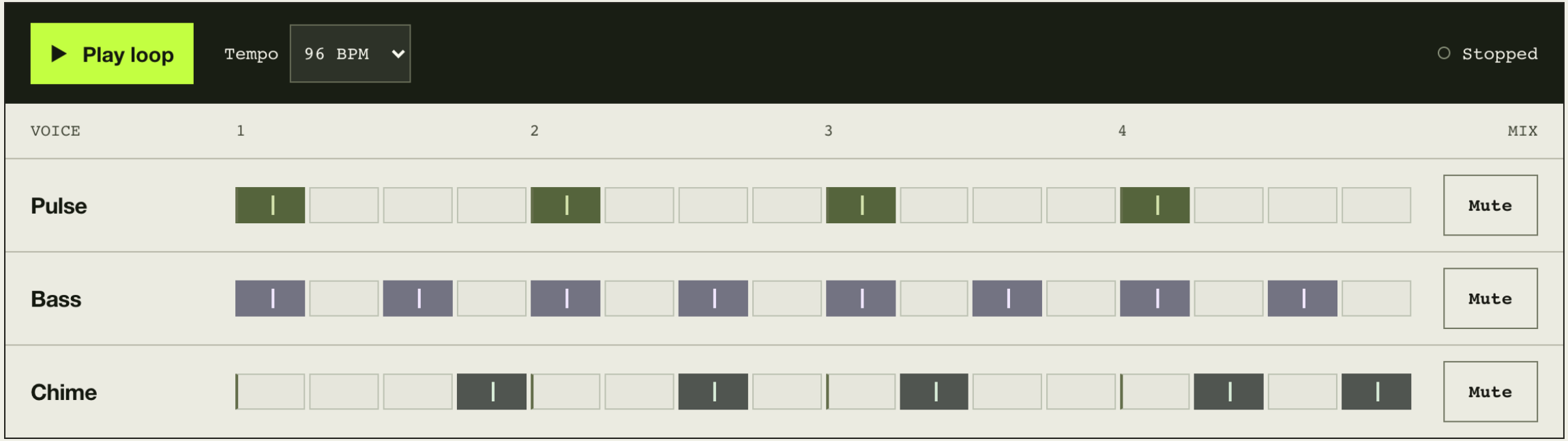
Orbital score OY–01

Browser instrument · One fixed bar · Three voices

What gives a beat its accent?

A beat maker studying a stereo track can hear an accent and still miss which part played it. A music teacher could separate the parts in a workstation, but that takes setup for a four-beat example.

Listening Room starts with the phrase already written. Press **Play loop** and mute one voice while the others keep their place.

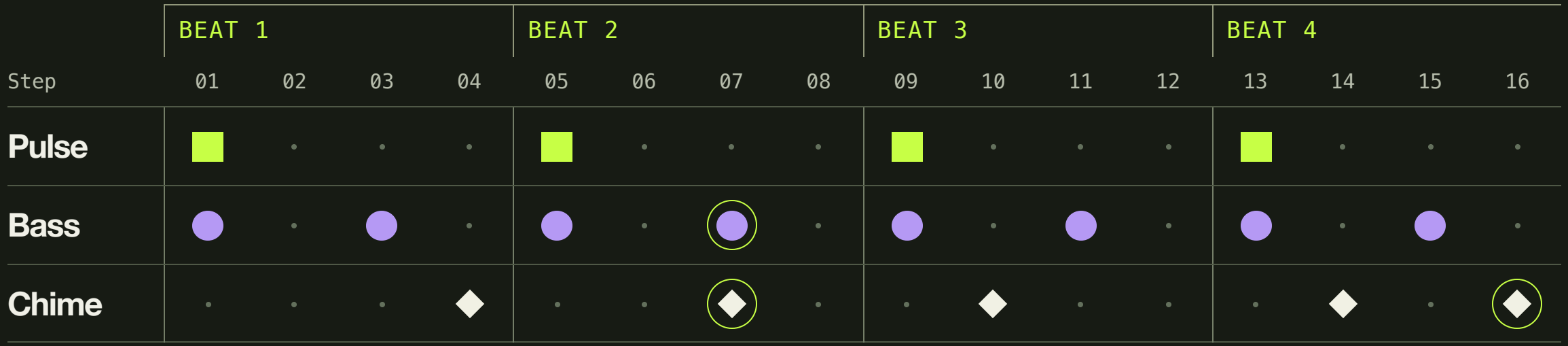


Working prototype · 96 BPM · all voices enabled

Interface capture

Read one bar in sixteen steps

Each group is one beat. A filled mark starts a note.



07 Bass and Chime start together here. It is their only shared attack in the bar.

16 Chime enters on the last step. Its tail continues under the next downbeat.

Take out the Chime

96 BPM

Count aloud across the join between beat four and beat one. Keep the speed fixed.

A

All voices on



Play two laps. Listen for the high note just before beat one returns.

B

Chime muted

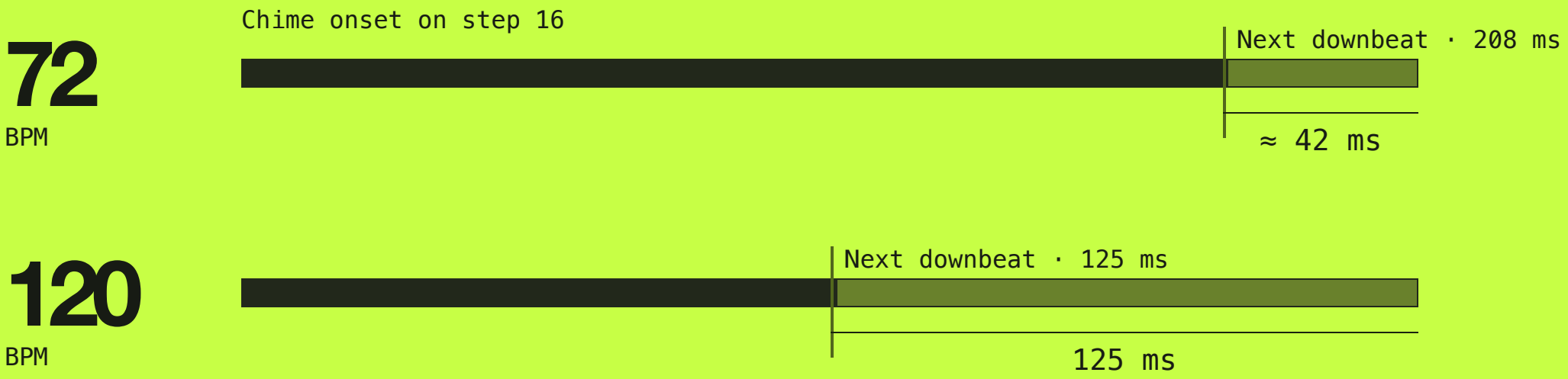


Mute Chime for two laps. Pulse and Bass continue. Bring Chime back and listen for the same pickup.

To hear the pickup alone, restore Chime and mute Pulse and Bass.

One note, two tempi

Both bars show the final Chime's 250 ms duration. A faster loop brings the next downbeat under more of its tail.



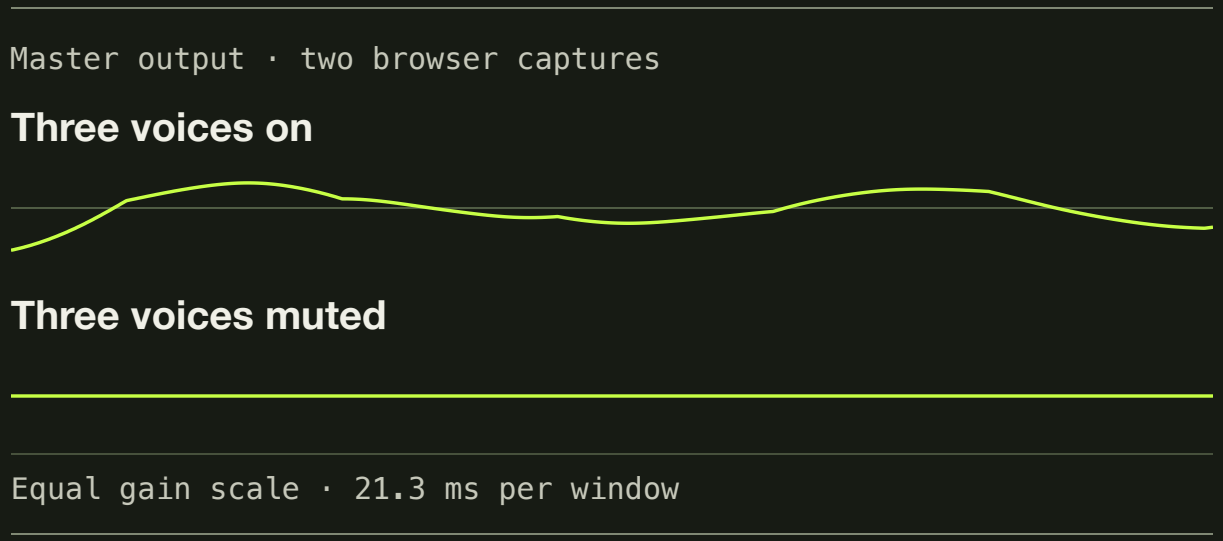
Seconds per step = 60 ÷ BPM ÷ 4

Tail beyond the bar = 250 ms – one step. Values follow the programmed envelope.

A score the browser plays live

The browser schedules a Web Audio oscillator for every marked onset. Pulse sweeps down from 112 to 42 Hz. Bass uses a triangle wave, and Chime uses a sine wave.

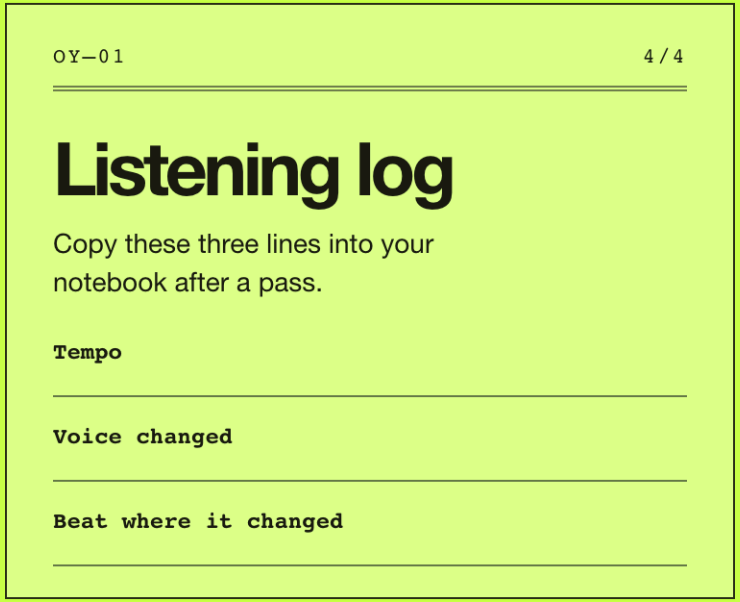
Each voice has its own gain control. The mute switch lowers that voice’s output while the score advances.



The prototype plays one hand-scored phrase. Notes and pitches are fixed. It offers playback, three speeds and three mutes. It has no recording or file export control.

Replay it with a partner

Try the exercise with a partner. Write down the tempo, the voice you changed and the beat where you heard a difference.



Prototype sleeve · copy the three lines by hand

A PROMPT TO TRY

“96 BPM. Chime off, then on. Listen between beat four and beat one.”

Ask your partner to replay those settings and mark the step they hear. Compare both notes with step 16 on the score.