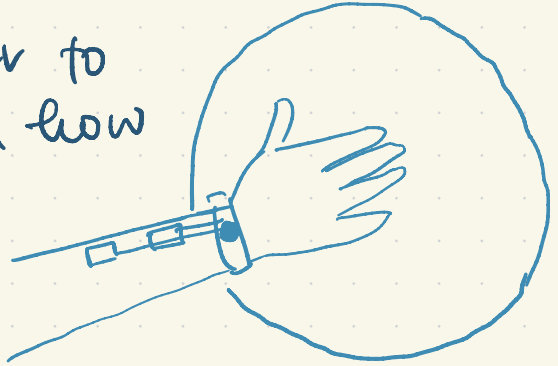


# Making a Human Metronome

STEP 1: muscle simulators make hand hit drum

STEP 2: Add potentiometer to give user control on how hard they want to hit the drum.

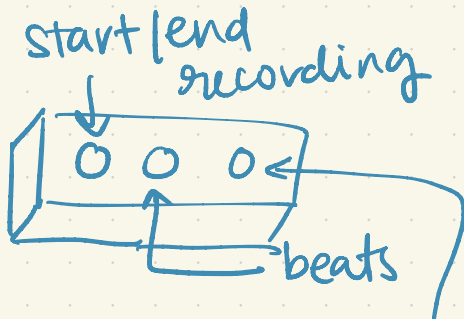


STEP 3: Given a rhythm,



make hand hit drum w/ that rhythm, looped.

STEP 4: Allow user customization of rhythm:



At first, we test this w/ a separate controller.

start/end loop

\* Works similar to loop pedals \*

STEP 5: Integrate user customization to actuated hand.

start/end loop.

beats

Force sensitive resistors (start/stop recording)

Wholistic design:

3D printed cone

