

# Conductor Hero

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## **Abstract**

Our project is to simulate conducting an orchestra based on hand gestures and conductor movements. We obtain movement data from the accelerometer on the baton, and the conductor will be able to manipulate dynamics, tempo, and articulation of the entire orchestra, and possibly control smaller sections of the orchestra as well. A score manager module will take in abstract conductor data as well as score data, and then sends out signals to instrument modules to play certain notes in certain styles. We will have a graphical representation of the orchestra on the screen.