
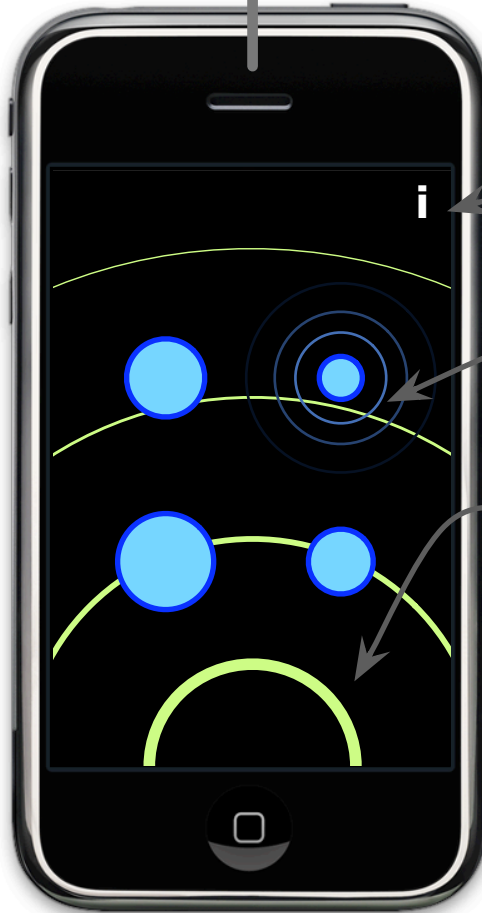


**synthesized ocarina**  
dynamically generated,  
parametrically controlled  
ocarina model; options:  
digital delay, reverb

**Primary Display**  
(default)

  
**multitouch (1-4 points)**  
for pressing up to 4  
finger holes



**real-time map display**  
(see map display)

**visual feedback 1**  
as finger presses down

**visual feedback 2**  
con-centric rings radiate  
from the bottom as user  
blows

**accelerometer**  
controls vibrato (left/right)  
controls timbre (front/back)

**blowing into microphone**  
plays the instrument

**Ocarina**  
an interactive sonic media application  
version 1.0 design specification  
ge, October 2008

by SonicMule  
<http://www.smule.com/>