

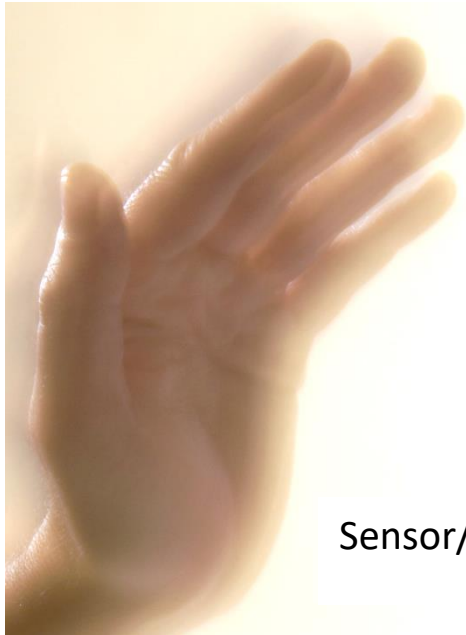
## Soundbeam 6 overview.

We continue to use our ever reliable and accurate sensors and wireless switches.



### Interface / Connections

- Touch-screen (11.5Inch).
- 4x Sensor input,
- 8 (wireless) switch connectivity
- 2x Audio in (line and Mic)
- Audio (line) out x2
- HDMI for Film Projection
- USB for file transfer and more.
- WiFi connection to network
- Power supply connector.

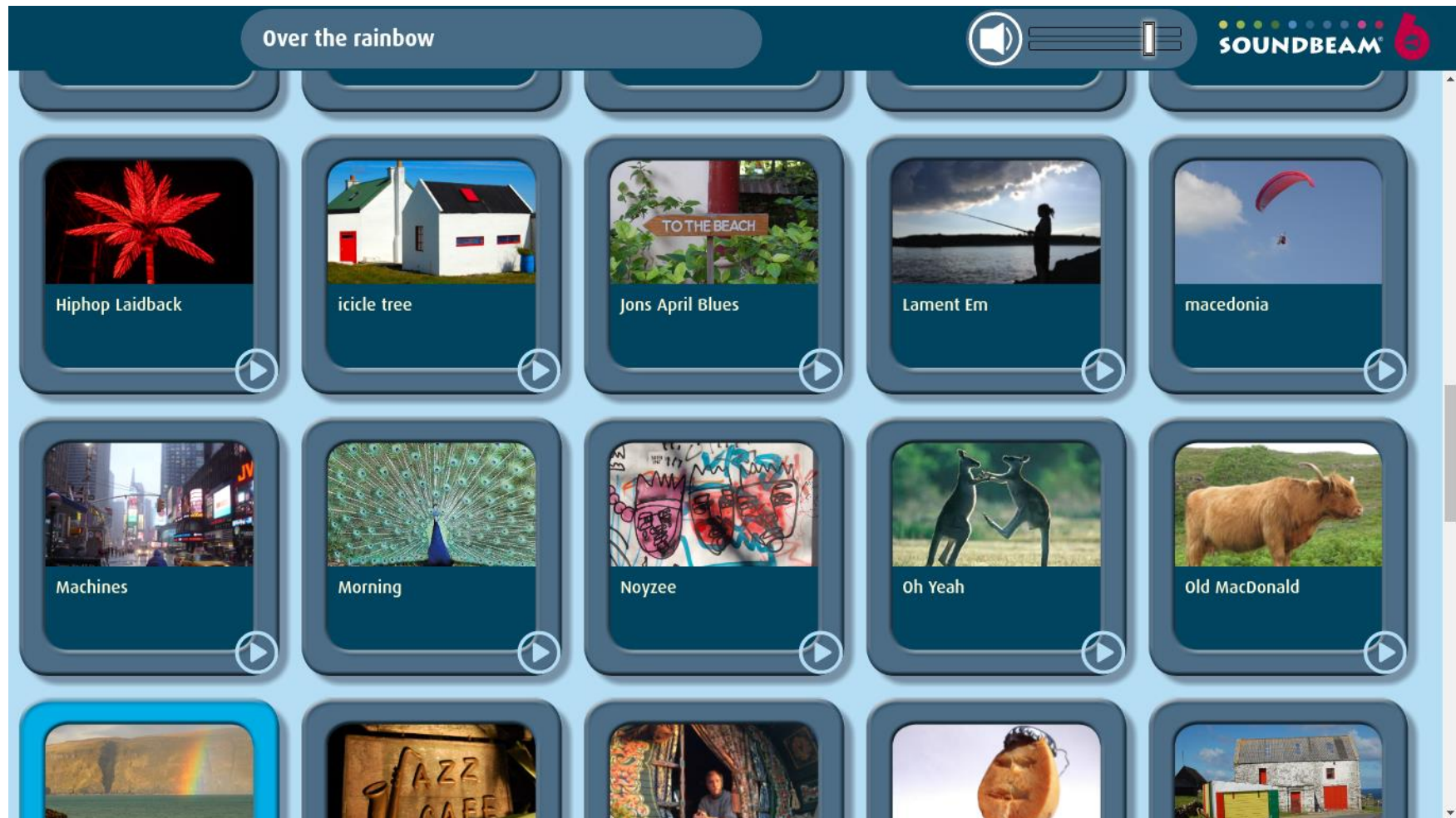


Sensor/Beam



Wireless Switches

Soundbeam 6 has many pre-programmed Soundsets (Preconfigured Film, musical elements, instruments, scales, audio recordings etc - assigned to each beam and switch) these will be available to load via the **Soundset tile page** as pictured here below, each will have an image to identify it, and will also have a playable audio preview of how the Soundset sounds,



Once a soundsset is selected / loaded the switches and beams can be auditioned (by moving your finger along the beam 'illustration' or pressing the switches 'play button')- and easily modified (editable options open when Beam icon or upper part of switch is pressed)..

The screenshot displays the Soundbeam app interface for a soundset named "videotape with Thom". The top navigation bar includes a back arrow, a home icon, the title "videotape with Thom", a "Save Soundset" button, a menu icon, a mute icon, and the Soundbeam logo.

The main interface is divided into four horizontal sections, each representing a different sound range:

- B1 Range: 25cm to 64cm**: Features a frequency scale from C#3 to C#6. The instrument icon is a violin.
- B2 Range: 25cm to 64cm**: Features a frequency scale from C#1 to F#7. The instrument icon is a harp.
- B3 Range: 25cm to 4.98m**: Features a frequency scale from C#2 to E4. The instrument icon is a violin.
- B4 Range: 25cm to 67cm**: Features a frequency scale from C4 to C6. The instrument icon is a piano keyboard.

Each range section includes a beam slider at the top, a speaker icon with an 'x' to mute, and a play button. A settings sidebar on the left contains icons for volume, a gear icon, a microphone, and an information icon.

At the bottom of the screen, there are eight numbered buttons (1-8) with play icons, likely representing different soundsets or configurations.



## Sounds,

A large library of high quality instrument recordings (Soundfonts) is available along with a wide variety of wav and mp3 files, the sound quality is excellent. The process of assigning a sound to a beam or switch is depicted below where selecting the specific beam / switch opens a series of drop down menus.



The pop up window (and scrollable options) is the method we are using for all the usual Soundbeam settings (triggers, divisions, scales etc...)

## Video

A large library of high quality film is available , The process of assigning a film to a switch is depicted below where selecting the specific beam / switch opens a series of drop down menus.



## Recording.

It is very easy to create audio recordings (using a microphone) and session recordings (using the beams and switches) – as pictured below.



## Adjusting audio levels and applying effects...

The **mixer page** will enable easy adjustments to the individual beams and switch audio

The screenshot displays the 'Volume/Effects Settings' interface for the Soundbeam system. The interface is organized into several horizontal sections for 12 individual beams (numbered 1-12):

- Solo:** A row of 12 circular buttons, each containing a beam number (1-12) and a speaker icon. Beams 1-4 are red, 5-8 are yellow, 9-12 are grey.
- Volume:** A row of 12 vertical sliders, each corresponding to a beam's volume level.
- Effects 1:** A row of 12 rotary knobs with various settings (R, E, D, F) and a speaker icon.
- Effects 2:** A row of 12 rotary knobs with various settings (E, R) and a speaker icon.
- Pan L/R:** A row of 12 rotary knobs for panning the audio between left and right channels.
- Mute:** A row of 12 circular buttons, each containing a beam number (1-12) and a speaker icon. Beams 1-4 are red, 5-8 are yellow, 9-12 are grey.

The top navigation bar includes a back arrow, a home icon, the title 'Volume/Effects Settings', a 'Save Soundset' button, a volume icon, and the 'SOUNDBEAM' logo.

**Note Sequence builder**



There are many ready to use note sequences in the library and also (as usual) the facility to create your own using the Edit/Create Note sequence pages as pictured here

Piano (Keyboard) Mode, easily create melodies to assign to beams or switches.

**Edit/Create Note Sequence**

Save Scale

SOUNDBEAM

New Sequence Create New Sequence Switch to Chord Mode Organ 3

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
G3	A3	B3	C#4	D4	D#4	E4	F#4	G4	A4	E5 C5 A4	F5 D5 A4 F4	D5 A#4 A4	D5 A4	E5 B4 G4 E4 D4	E5 B4 F4 C4	

B2 C3 D3 E3 F3 G3 A3 B3 C4 D4 E4 F4 G4 A4 B4 C5 D5 E5 F5 G5

Chord Mode, easily create chord sequences to assign to beams or switches.

The interface is titled "Edit/Create Note Sequence". It features a top navigation bar with icons for back, home, save scale, and piano mode. Below this are buttons for "New Sequence", "Create New Sequence", "Switch to Piano Mode", and "Piano".

The main area displays a sequence of 9 notes. The 8th note is highlighted in red. The notes are as follows:

1	2	3	4	5	6	7	8	9
B4	C5	F#4	F#4	F#4	F#4	A4	A4	
G4	A4	D4	D4	D4	D4	F#4	F#4	
C4	D4	B3	B3	B3	B3	D4	D4	
C2	A1	G3	G3	G3	G3	B3	B3	
		D2	E2	G1	B1	D2	D2	

Below the sequence editor are four panels for selecting chord properties:

- Chord Key:** C, C#, D, D#, E, F, F#, G, G#, A, A#, B. The 'B' key is highlighted in red.
- Chord Type:** maj, min, dim, aug, sus2, sus4, 5, none. The 'min' type is highlighted in red.
- Add Variation:** 6, 7, maj7, add9, 9, 11, 13, none. The '7' variation is highlighted in red.
- Add Bass Note:** C, C#, D, D#, E, F, F#, G, G#, A, A#, B. The 'D' bass note is highlighted in red.

There are many old and new features which have already been implemented – some yet to be finalised, we have developed (and will continue to develop) SB6 to be as user friendly as possible, with a focus on Sound quality, operational simplicity and providing rich and varied musical/sonic experiences.

Soundbeam 6 connects easily to existing WiFi networks for software updates, file transfer, back ups etc.

HDMI....

- Display of operating system on large screens for classroom/group discussion and development .
- The playing of films to which a score can be performed using the beams and switches.
- Individual films to be assigned to individual switches.

As ever we welcome all feedback from members of the Soundbeam community new and old - so please let us know your thoughts as Soundbeam 6 evolves.

Please send questions, suggestions and comments to [adrian@soundbeam.co.uk](mailto:adrian@soundbeam.co.uk)