

## Concept

Our concept of the project is to visualize digital music in the form of equalizers from the perspective of famous gaming consoles and their games. Gradually, with the passage of time and advancement in hardware (processors), more complex games were introduced to us, each successive console supporting a better array of graphics and colors from its predecessor. We try to represent this progress in the form of equalizer and have

To make this journey more appealing, we introduce a concept of linear time travel in the form portals to teleport backwards and forwards in the time and when the user moves towards his right hand side portal, is transported in the future from the point where he is currently and if he moves towards left side of the portal, is transported towards the past.

Atari:

We start this journey from 1970s when Atari was launched in 1976 and it had initially 8 bit processor and its one of the most famous game "Pong" was a black screen containing white "animated" objects.

So, we have represented our first world or starting point of the user as Atari Console with very basic music of yesteryears, black and white equalizer and similarly shaded floor.

Nintendo Super System:

We then move on to 1990s, when Nintendo released Super Nintendo Entertainment System.

It was a 16 bit processor with "Donkey Kong Country" as one of its most widely acclaimed games.

We have represented this era with the Super Nintendo console and the equalizer is based on donkey kong music and both the equalizer and surrounding has better range of colors.

GameCube:

We then move on to 2000s, when Nintendo released Gamecube.

It had better hardware and supported GPU which allowed the games to be more visually appealing than its predecessors.

We represent the same in our world, where the user sees the game cube console, the soundtrack is of Luigi's Mansion, the equalizer and surrounding have more colors.

Xbox360:

We move onto 2005, with the release of Xbox 360 by Microsoft.

Armed with better hardware, hard disk drives ranged from 20, 60, 120, 250, to 320 GB, supporting multithreading, having GPU of 10 MB eDRAM and main memory of 512 MB.

It was a beast of machine wherein it changed the way we played game and user expectation of better visual appealing games was brought to a new level altogether. Halo is a trademark of Microsoft Xbox and in our world, we justify this era by introducing the user to the Xbox console and background music of Halo, equalizer based on the Halo music and both the equalizer and surrounding having far better colors than any of its predecessors.

Sony Ps4:

Our journey finally concludes with PS4 released by Sony in Nov 2013.

This is the arguably the best and the most recent console of current time. It supports graphics and games of very high resolution and we have tried to emulate this era in our world with its console and improved soundtrack, equalizer and surroundings.