Dreamscape: A Multi-Effect Guitar Sequencer

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Problem Statement

- Create a device that allows multiple effect pedals to be sequenced on one board
- Allow for easy configuration of effects in series or in parallel with other effects

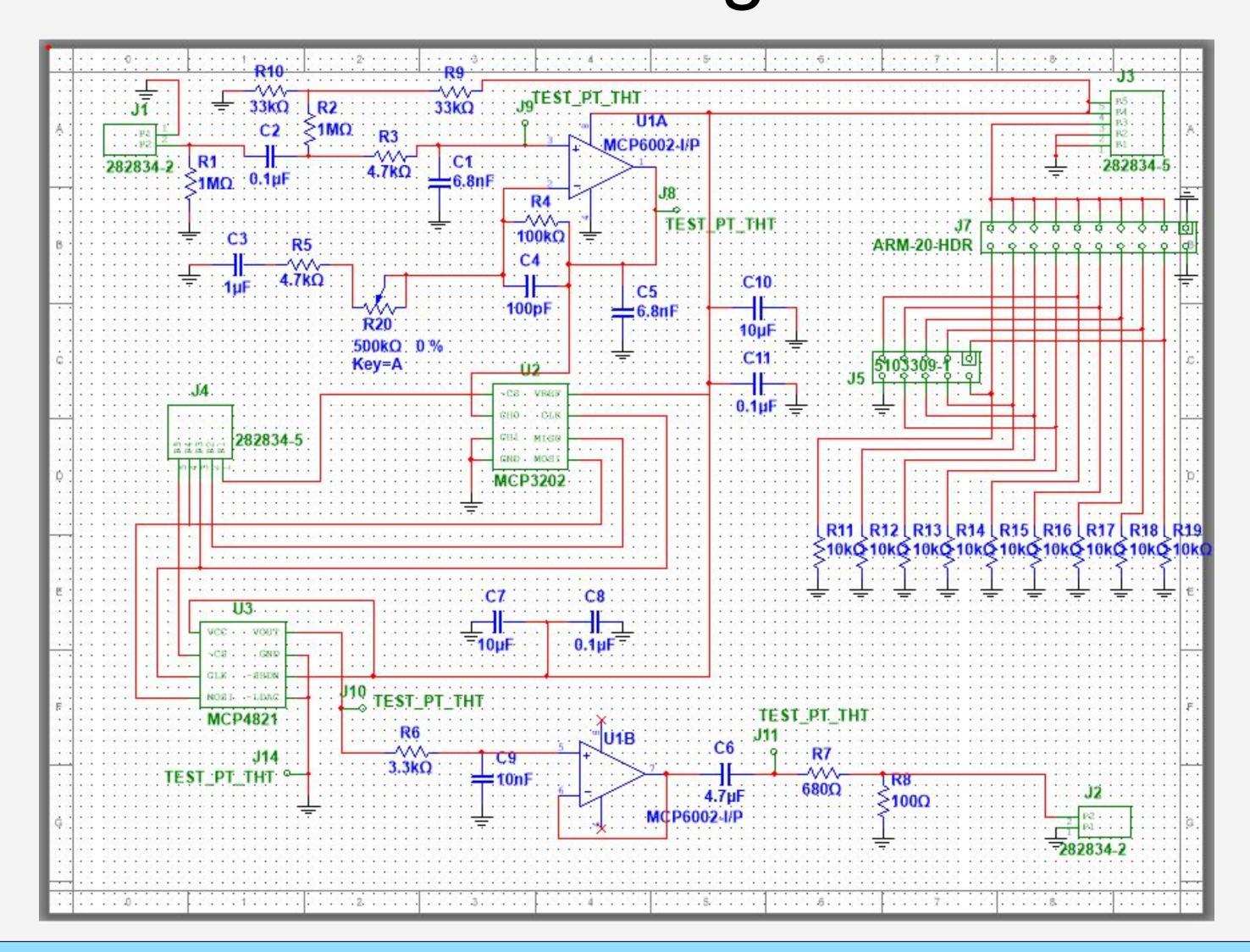
Functional Requirements

- An input signal is converted into a digital signal, and processed through a program on a microcontroller (Raspberry Pi)
- The processed signal is converted back into an analog signal and sent to a musician's equipment of choice
- The board must communicate preset information with an appusing Bluetooth

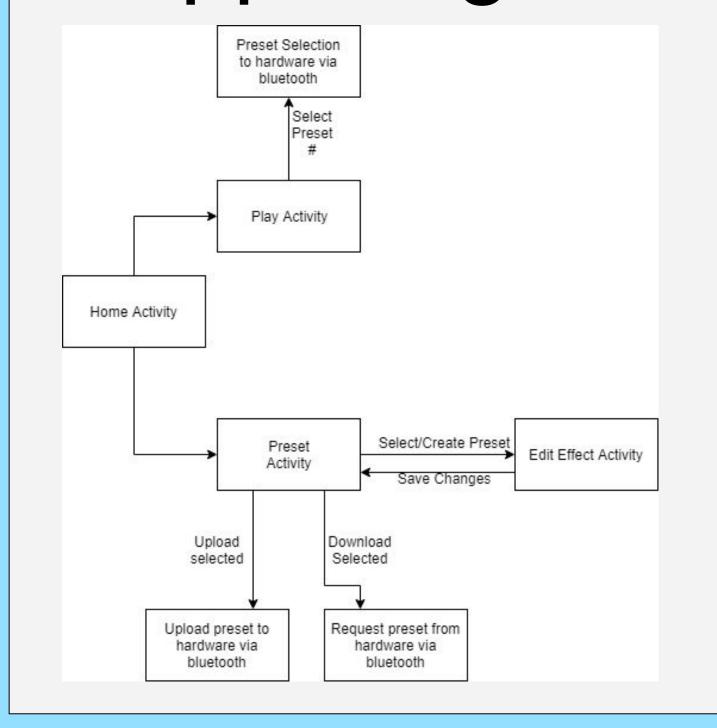
Operating Environment/Users

- Designed for live performances, either on a stage or in a private area
- Intended for casual or semi-professional musicians

Circuit Diagram



App Diagram



Available Effects

- Bitcrusher
- Booster
- Delay
- Distortion
- Echo
- Fuzz
- Loopers
- Reverse and Forward/
 Backward variants
- Octaver
- Reverb
- Tremolo

Solution

- Create a pedalboard that processes instrument signals and manipulates them based on a set configuration
- Create an Android Application that allows the user to configure the presets and fine-tune the effects
- Include an interface that allows the user to switch between multiple presets in real-time

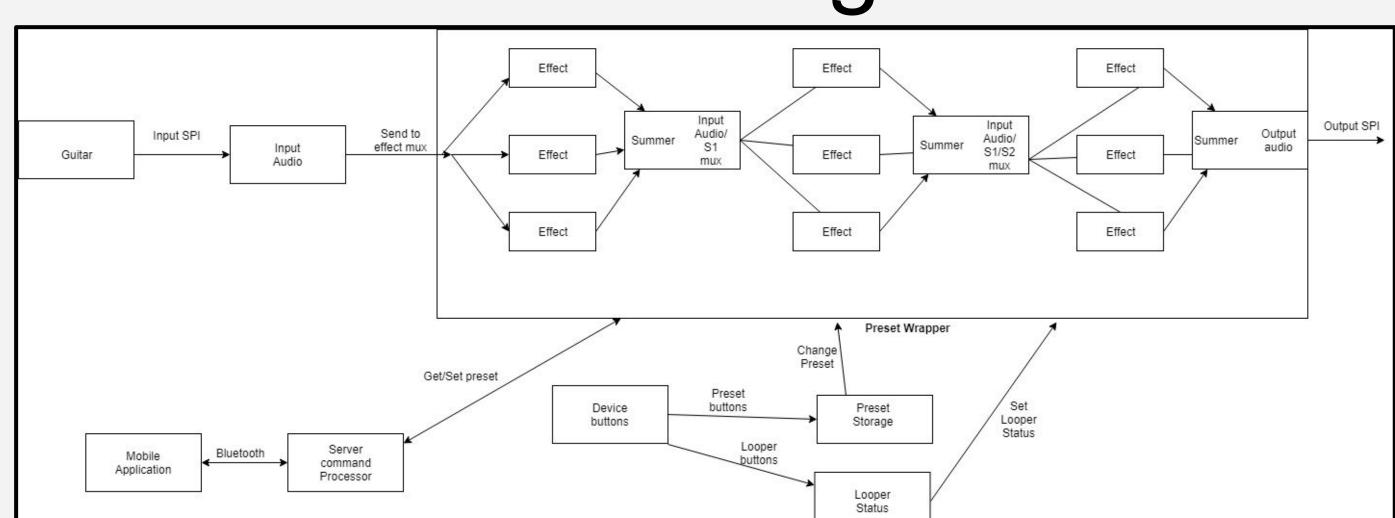
Non-Functional Requirements

- Minimal time delay between input and output signal
 - Limited processing power from microcontroller will cause slight delay
- Android Application must be intuitive and user-friendly
- Modular preset design for ease of use by the user
- High input impedance and low output impedance for maximum voltage transfer to and from external equipment
 Standards:
- Bluetooth communication must follow IEEE 802.15 standards
- Transformer used must follow IEC 60076 standards
- All other products used must follow respective standards

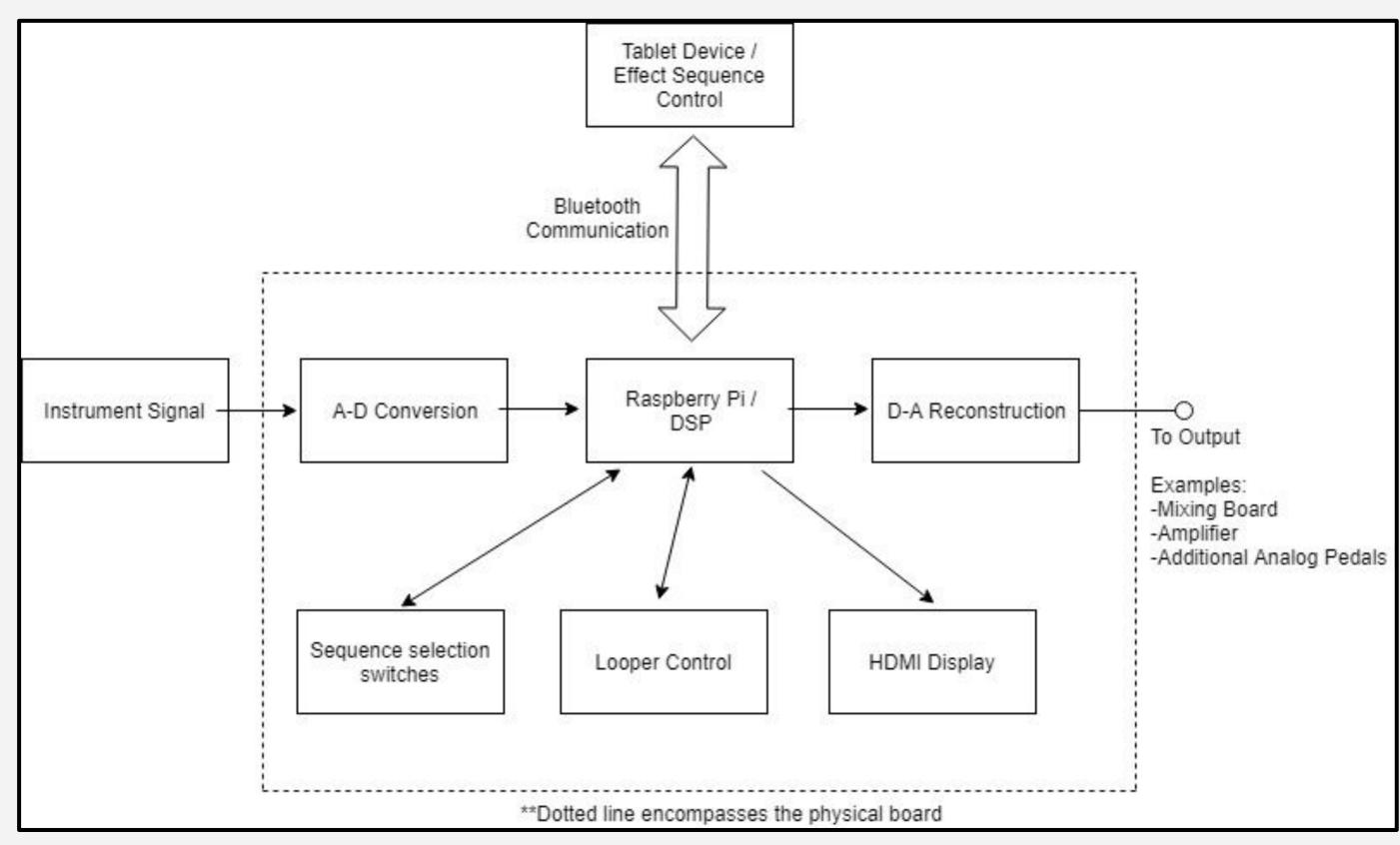
Testing

- Hardware tested with 1 kHz sine-wave to simplify testing of:
 - Reconstruction verification
 - Signal-to-Noise ratio
 - Latency of data conversion and DSP process
 - Gain of system (due to ADC/DAC reference discrepancies)
- Software and effects processing tested using arbitrary wav files with various preset configurations
- Application functionality tested using static presets to be passed to/from the mobile device

HW/SW Diagrams



Software Diagram



Hardware Diagram