

THE ART OF INTERFACE DESIGN

@HARMONIX MUSIC SYSTEMS

OVERVIEW

Introduction / Pre-production / Tools /
Production / Conclusion



THE USER INTERFACE ARTIST

THE USER INTERFACE ARTIST

- Contradicting Responsibilities

THE USER INTERFACE ARTIST

- Contradicting Responsibilities
 - To represent the visual tone

THE USER INTERFACE ARTIST

- Contradicting Responsibilities
 - To represent the visual tone
 - To represent information clearly

PRE PRODUCTION

Blue sky for defining the shell style

CREATING ART CONTENT

Where to begin?

CREATING ART CONTENT

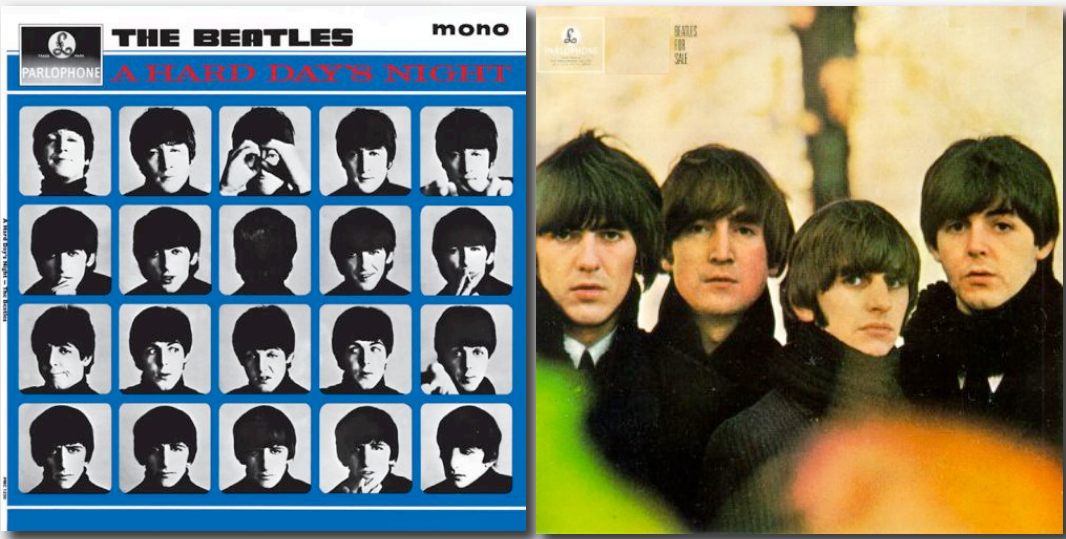
DIRECTION #1

- Authentic
- Historical accurate
- Span The Beatles career

Cavern Club (1963)



Sullivan Theater (1964)



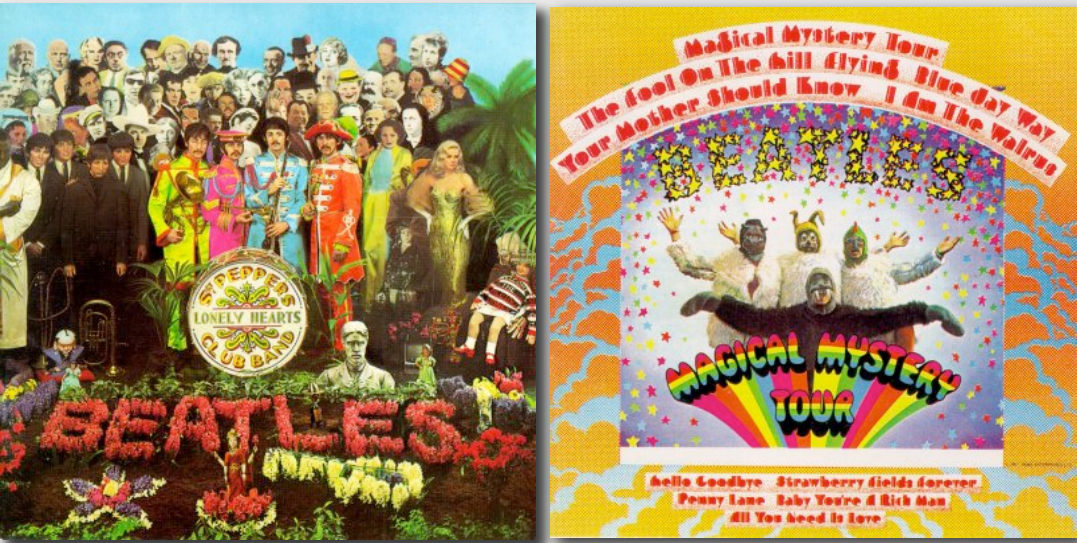
Shea Stadium (1965)



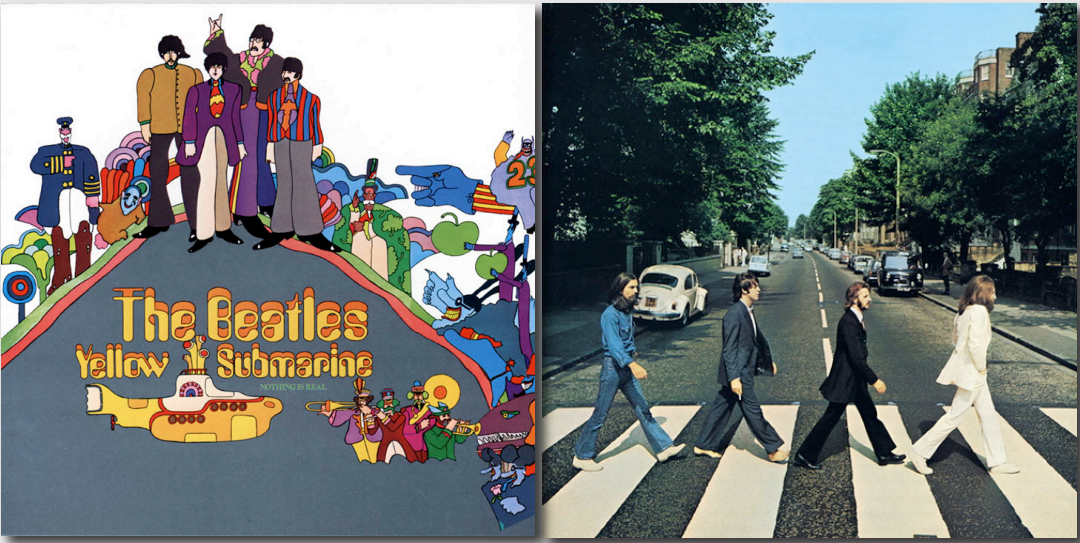
Budokan (1966)



Abbey Road Studios (1967)



Apple Corps Rooftop (1969)



THE BEATLES

training

quickplay
◀ story ▶
special features

setup

store

Ⓑ BACK

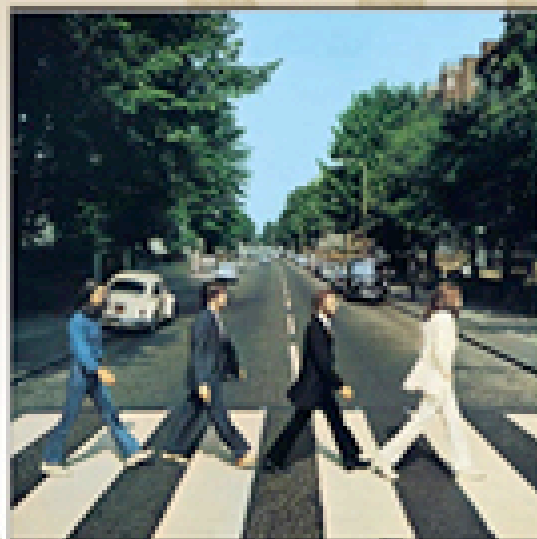
CONTINUE Ⓐ



Cavern Club
Sullivan Theatre
Shea Stadium
Budokan
Abbey Road
Rooftop

Rooftop

DIG A PONY - GET BACK - DON'T LET ME DOWN - I'VE GOT A FEELING -
I WANT YOU (SHE'S SO HEAVY) - I ME MINE - THE END (GILES MIX)



Abbey Road : album

September 26, 1969 : released

SELECT SONG

DIFFICULTY

BAND █ █ █ █ █
GUITAR █ █ █ █ █
DRUM █ █ █ █ █
VOCALS █ █ █ █ █
BASS █ █ █ █ █

LEADERBOARDS

1.	GAMERTAG 1	1,987,000
38.	GAMERTAG 5	595,475
39.	GAMERTAG 2	457,388
40.	GAMERTAG 8	95,475

SORTING BY: ALBUM

Abbey Road

16 SONGS

I COME TOGETHER 457,388

I SOMETHING 275,020

I MAXWELL'S SILVER HAMMER 423,450

I OH! DARLING 302,900

I OCTOPUS'S GARDEN 725,255

I I WANT YOU (SHE'S SO HEAVY) 36,256

Let It Be 12 SONGS

I YOU NEVER GIVE ME YOUR MONEY 25,000

I SUN KING 687,568

B BACK

CONTINUE A

SONG: *COME TOGETHER*

 **Player one**



connect
controller



 **Gamertag**



Join



MEDIUM

HARD

EXPERT

EASY

MEDIUM

HARD

EXPERT

 **BACK**

CONTINUE 

training

quickplay

story

special features

setup

store

THE BEATLES

BACK

CONTINUE

ROOFTOP

3/5 SONGS COMPLETED

BACK

CONTINUE

Come Together

Something

Maxwell's Silver Hammer

OH! Darling

Octopus's Garden

I Want You (She's So Heavy)

BACK

CONTINUE

training

quickplay

story

special features

setup

store

THE BEATLES

BACK

CONTINUE

ROOFTOP

★ 2/15

3/5 SONGS COMPLETED

BACK

CONTINUE

Come Together

★★★★★ 455,000

Something

Maxwell's Silver Havver

OH! Darling

Octopus's Garden

I Want You (She's So Heavy)

Here Comes the Sun

BACK

CONTINUE

THE BEATLES

● Come Together ★★★★★ 450,000 ●

Something
Maxwell's Silver Hammer

Oh! Darling

Octopus's Garden

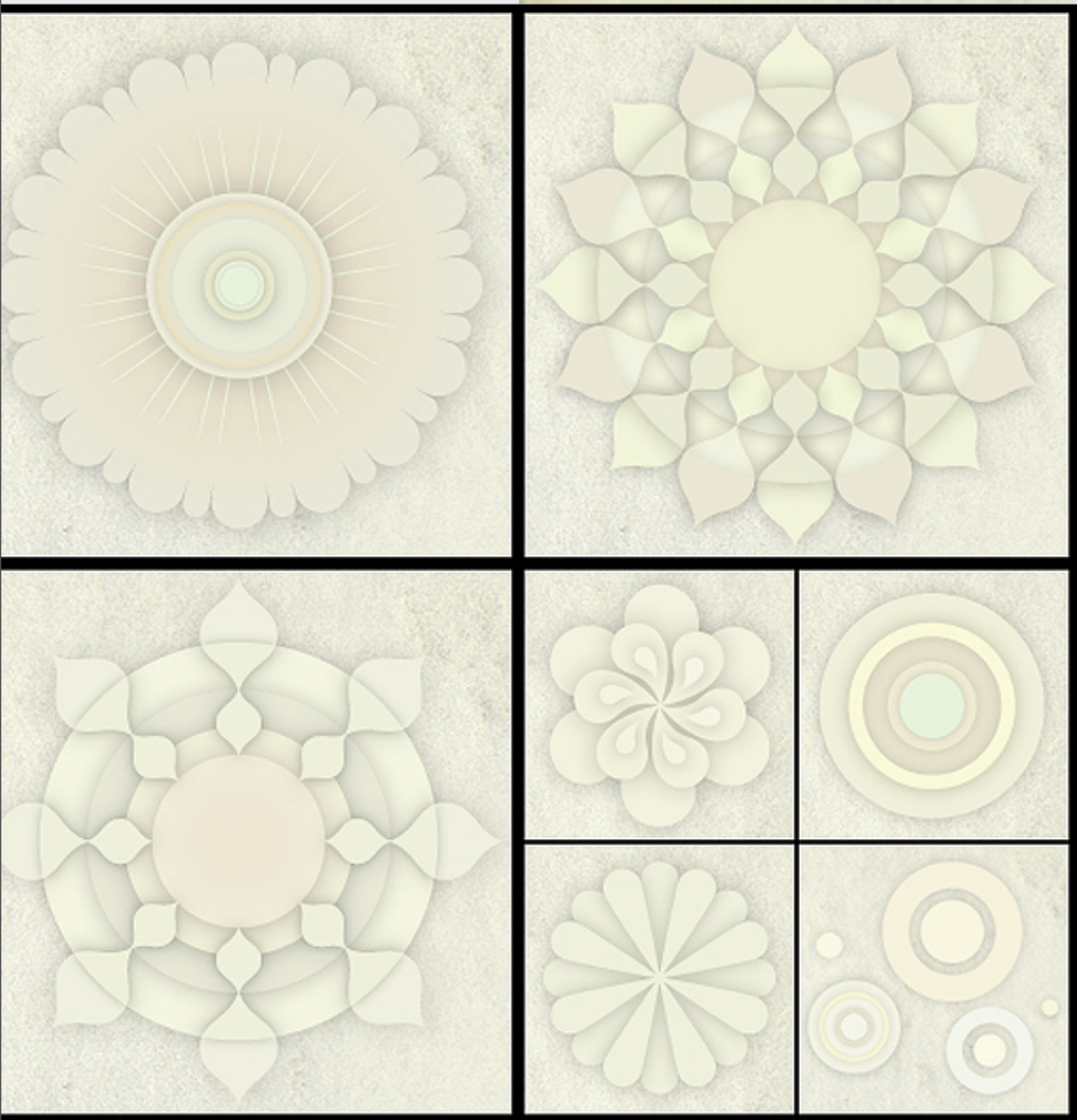
I Want You

Something

Maxwell's Silver

● continue

● back



THE BEATLES

WHAT WE LEARNED FROM DIRECTION #1

- PBS documentary look is bad
- Should be a celebration of their music
- Old is bad
- Color is good

CREATING ART CONTENT

DIRECTION #2

- Authentic
- Celebration
- Color
- Fun







Mike Krentz

THE BEATLES

 quickplay

★ story

★ setup

★ special features

B back

continue **A**

THE BEATLES

QUICKPLAY

STORY

TRAINING

SPECIAL

SETUP

STORE

B BACK

NEXT A

THE BEATLES

★ QUICKPLAY ★

STORY
TRAINING
SPECIAL
SETUP
STORE

Ⓑ BACK

NEXT Ⓐ

THE BEATLES

QUICKPLAY

STORY
TRAINING
SPECIAL

SETUP
STORE

B back

continue **A**



THE BEATLES

QUICKPLAY

STORY

TRAINING

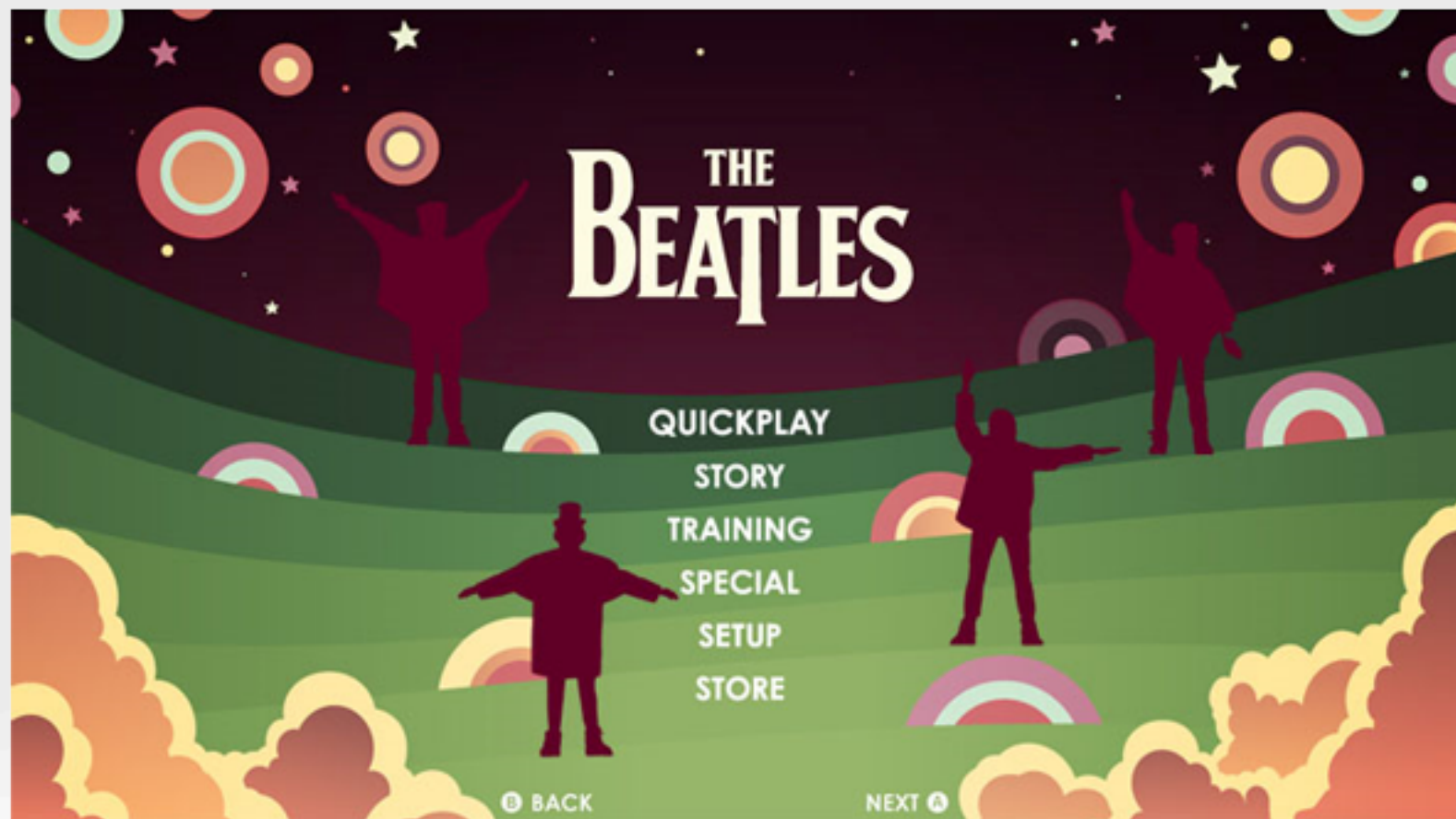
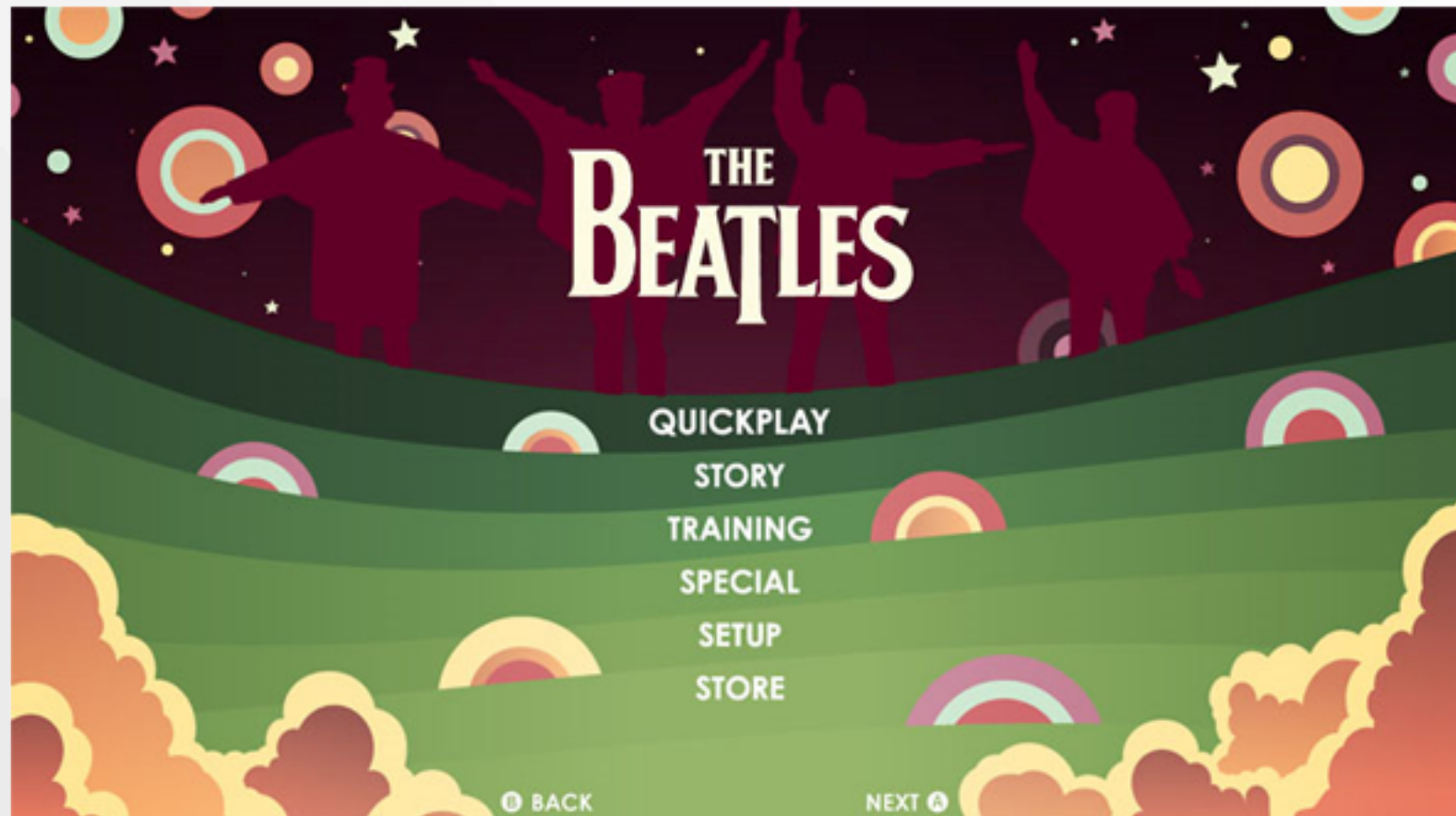
SPECIAL

SETUP

STORE

Ⓑ BACK

NEXT Ⓐ















THE BEATLES



QUICKPLAY
STORY
TRAINING
SPECIAL
SETUP

B BACK

NEXT **A**

THE BEATLES



QUICKPLAY

STORY

TRAINING

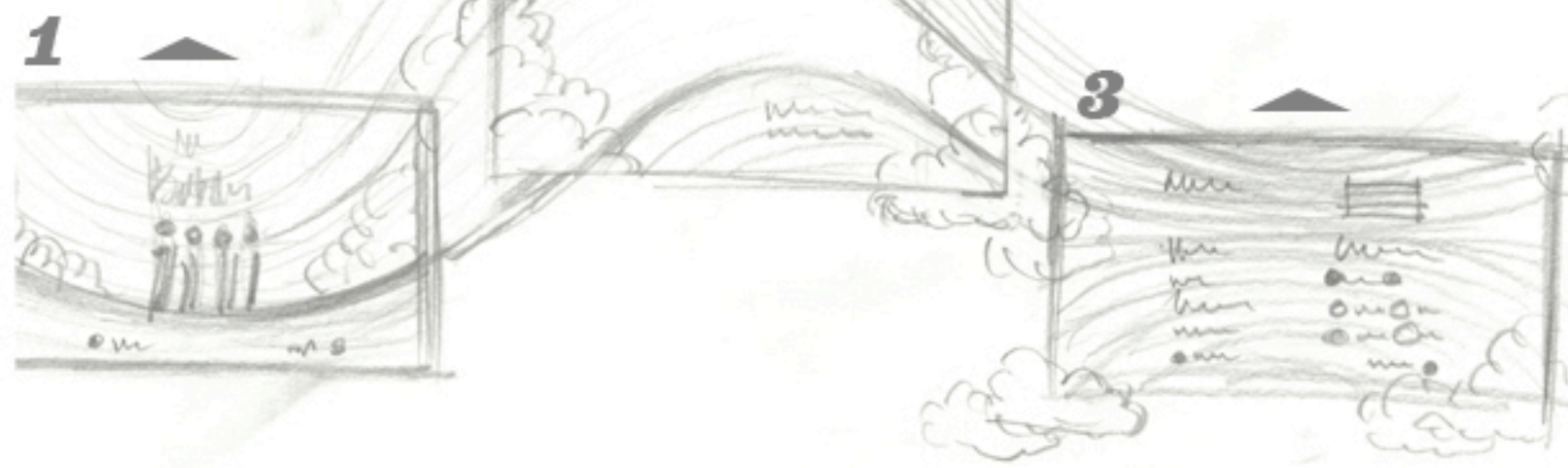
SPECIAL

SETUP

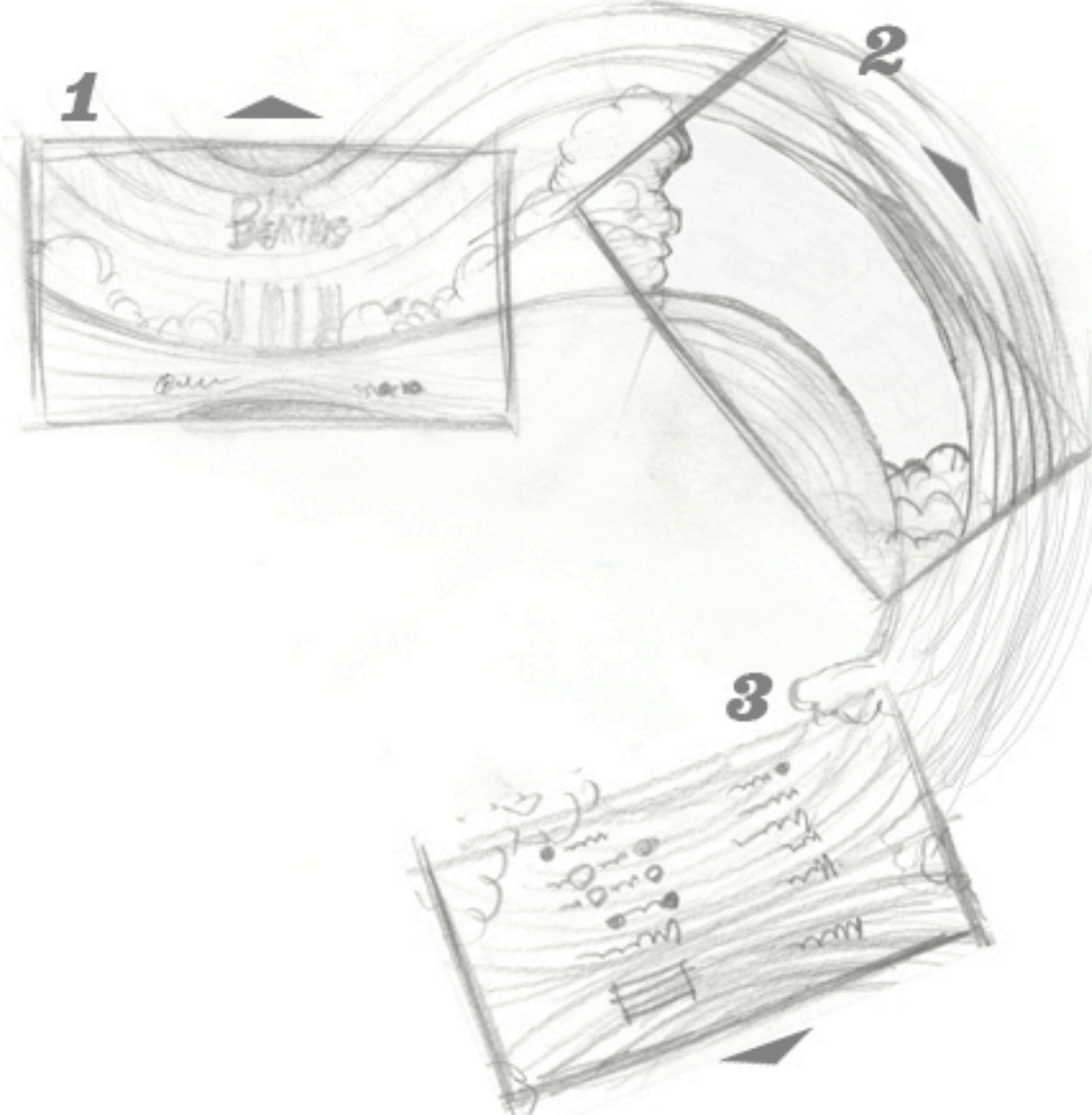
ANIMATIC

how does it move?

A



B



THE BEATLES



QUICKPLAY

STORY

TRAINING

SPECIAL

SETUP

WHAT WE LEARNED FROM THE ANIMATIC

- tech needs
- scheduling
- staffing

TOOLS



animatic / fonts

ANIMATIC TOOLS

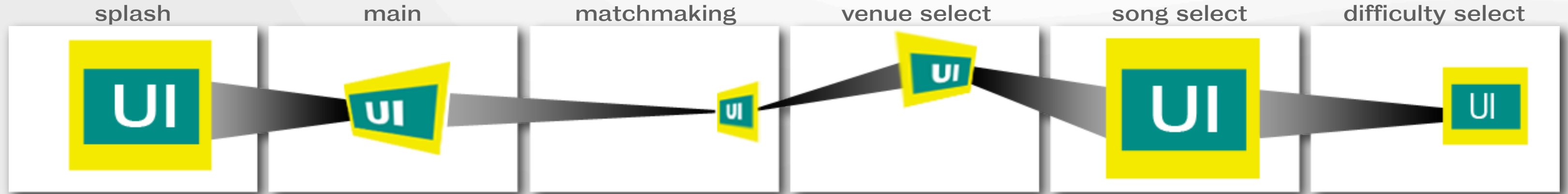
how to develop in engine



Mike “Fitzy” Fitzgerald

UI Camera Movement

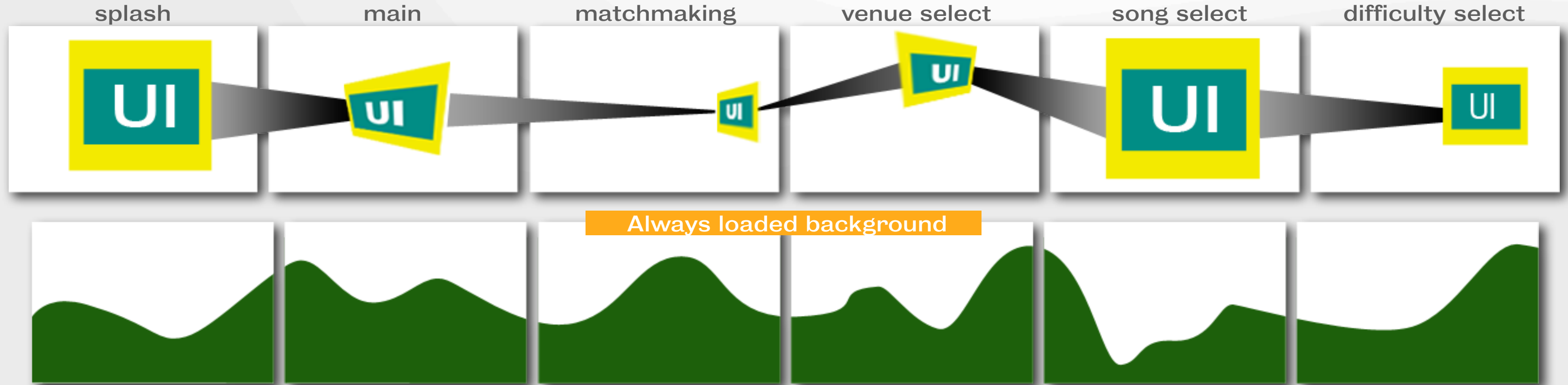
■ UI elements
■ 4:3 screen
◀ transition



■ UI elements
■ 4:3 screen
◀ transition

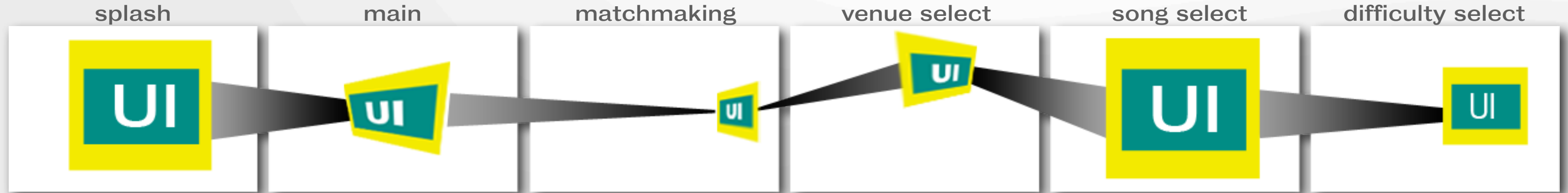
UI Camera Movement

■ UI elements
■ 4:3 screen
◀ transition

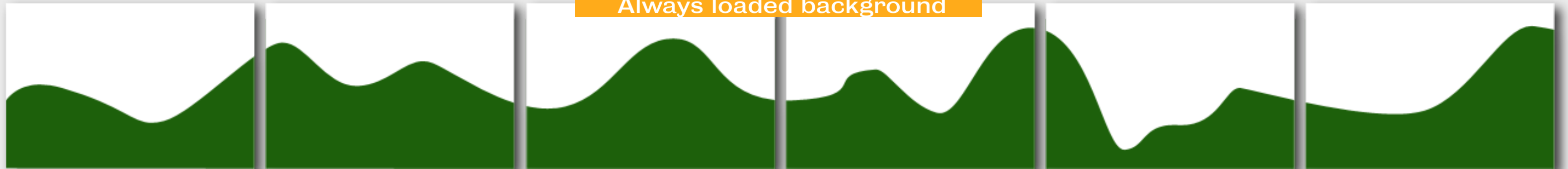


UI Camera Movement

■ UI elements
■ 4:3 screen
◀ transition

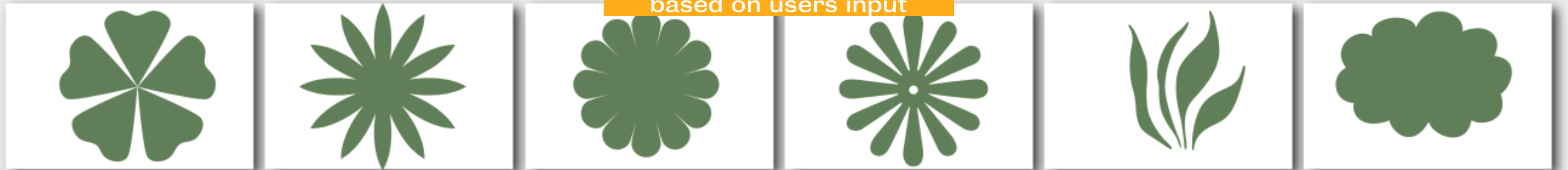


Always loaded background



Dynamically Changing Art

based on users input



UI Camera Movement

■ UI elements
■ 4:3 screen
◀ transition

splash

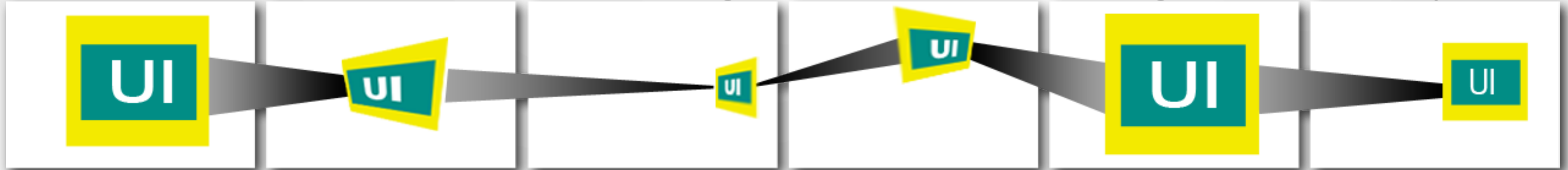
main

matchmaking

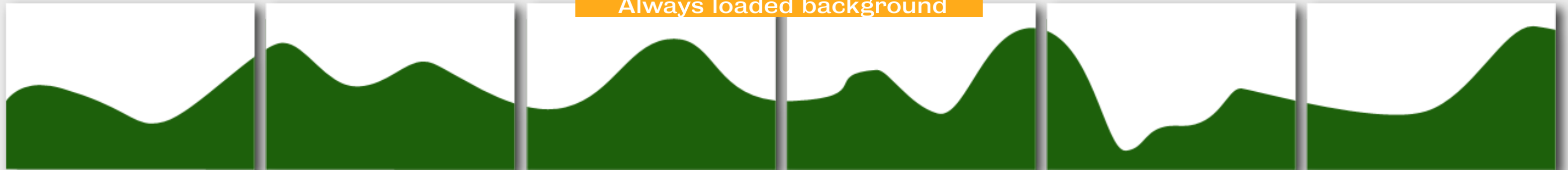
venue select

song select

difficulty select

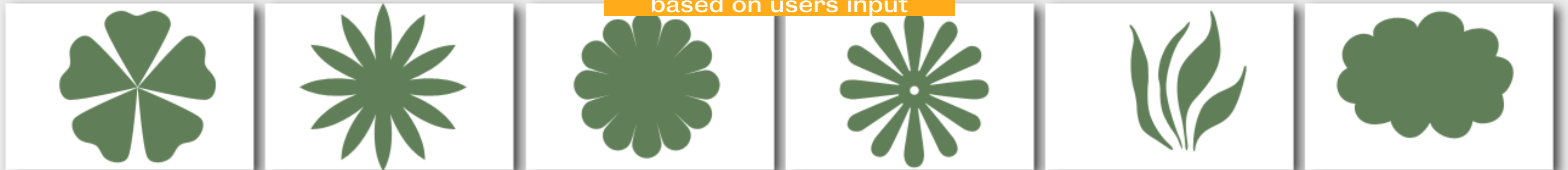


Always loaded background



Dynamically Changing Art

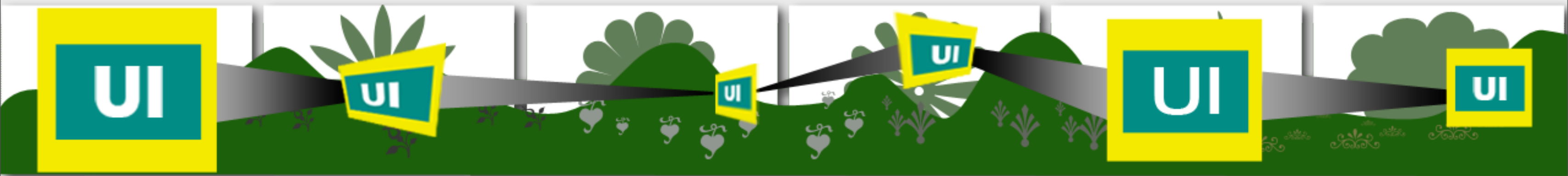
based on users input



based on specified time



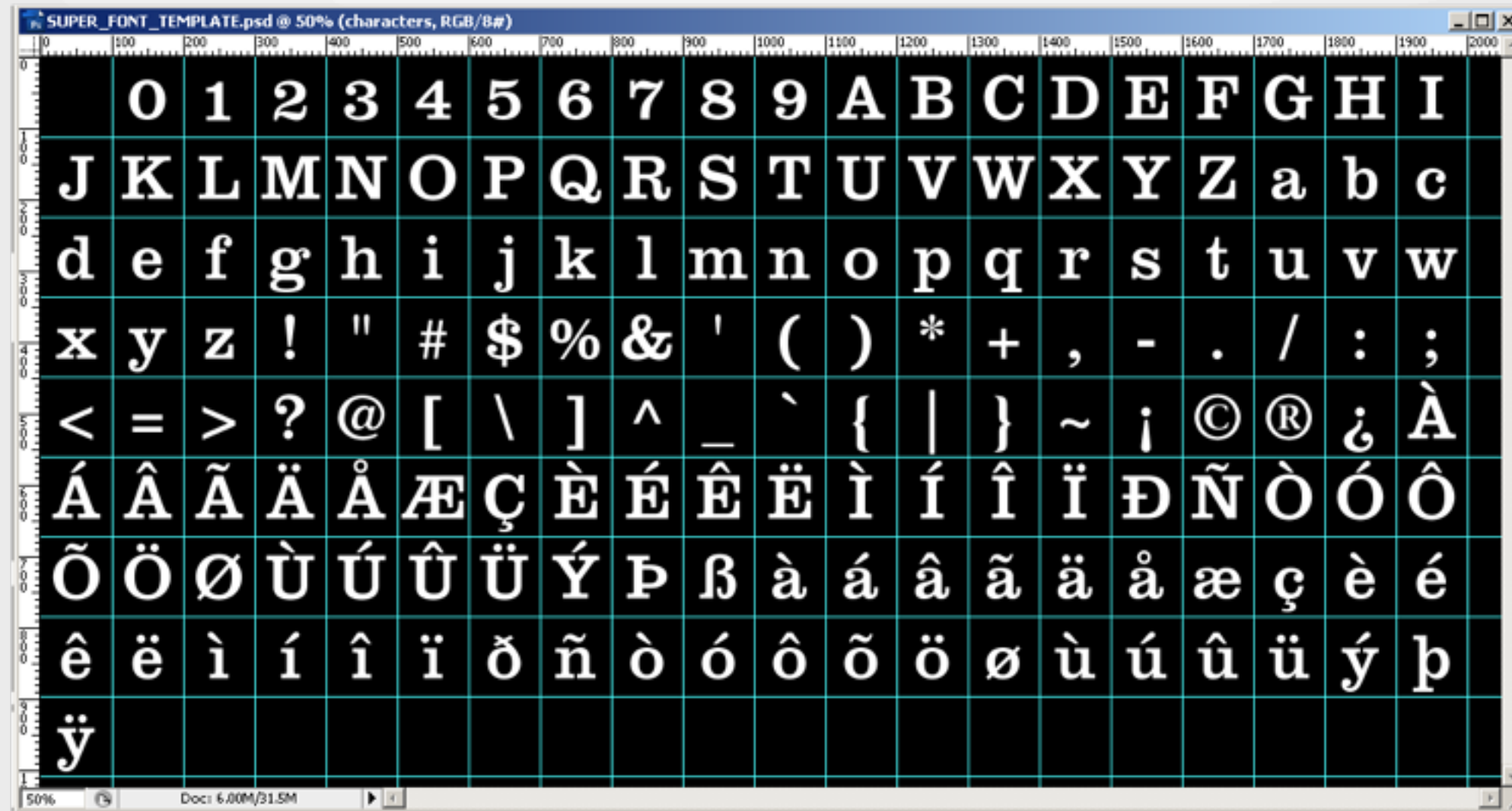
Camera movement with dynamic art



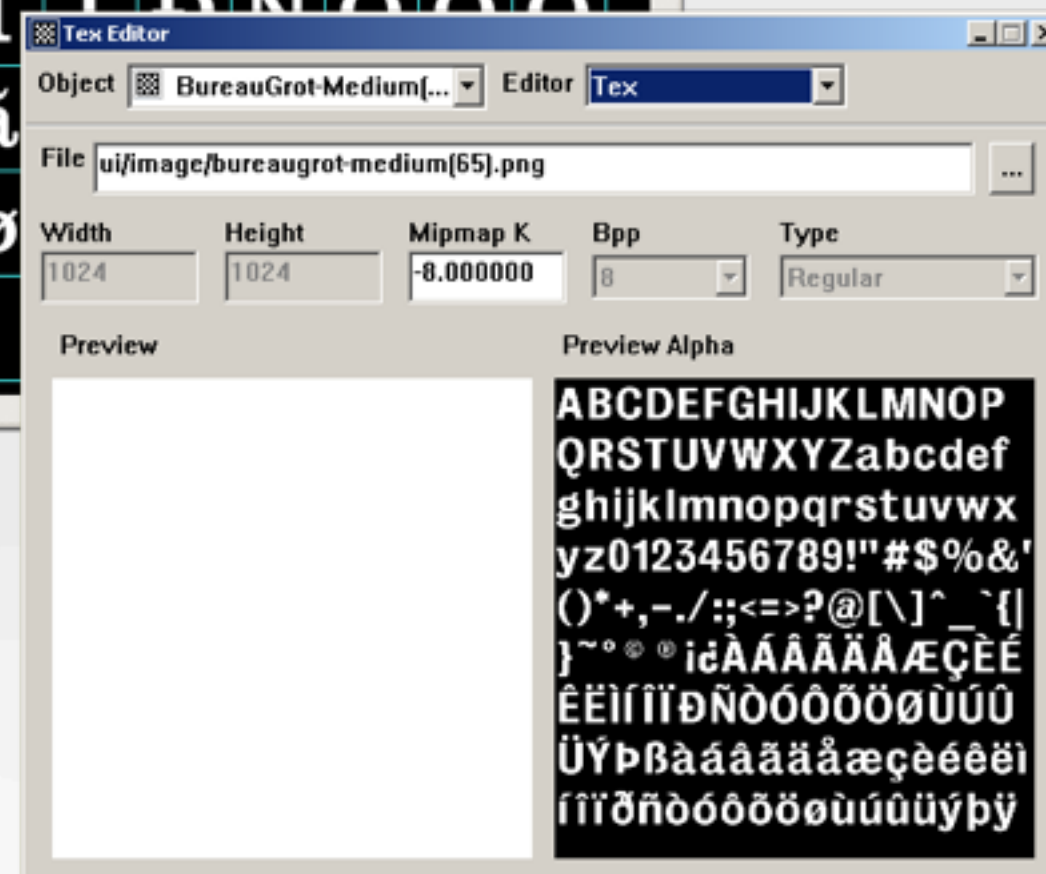
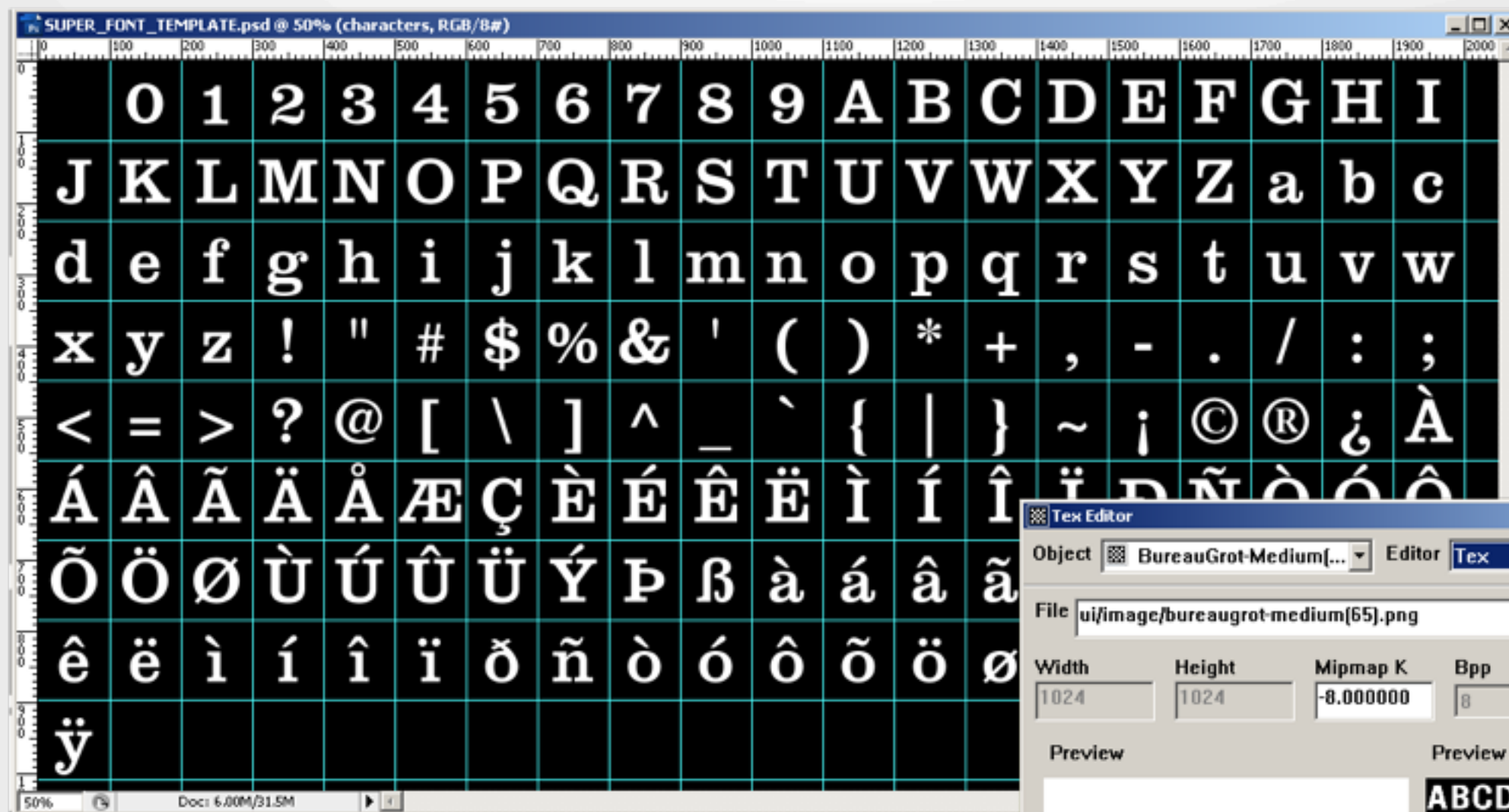
Fonts

an evolution of importing

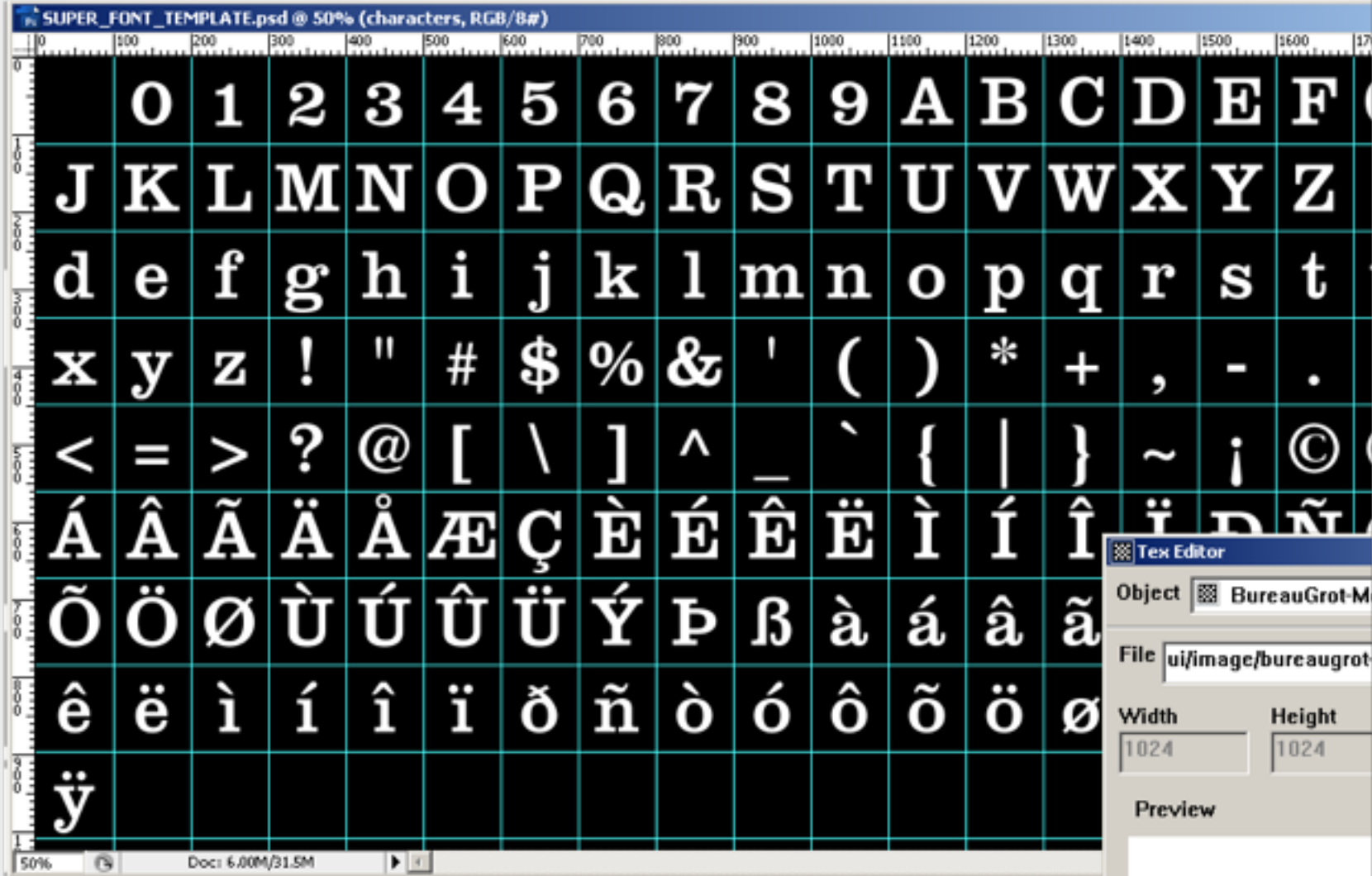
handmade



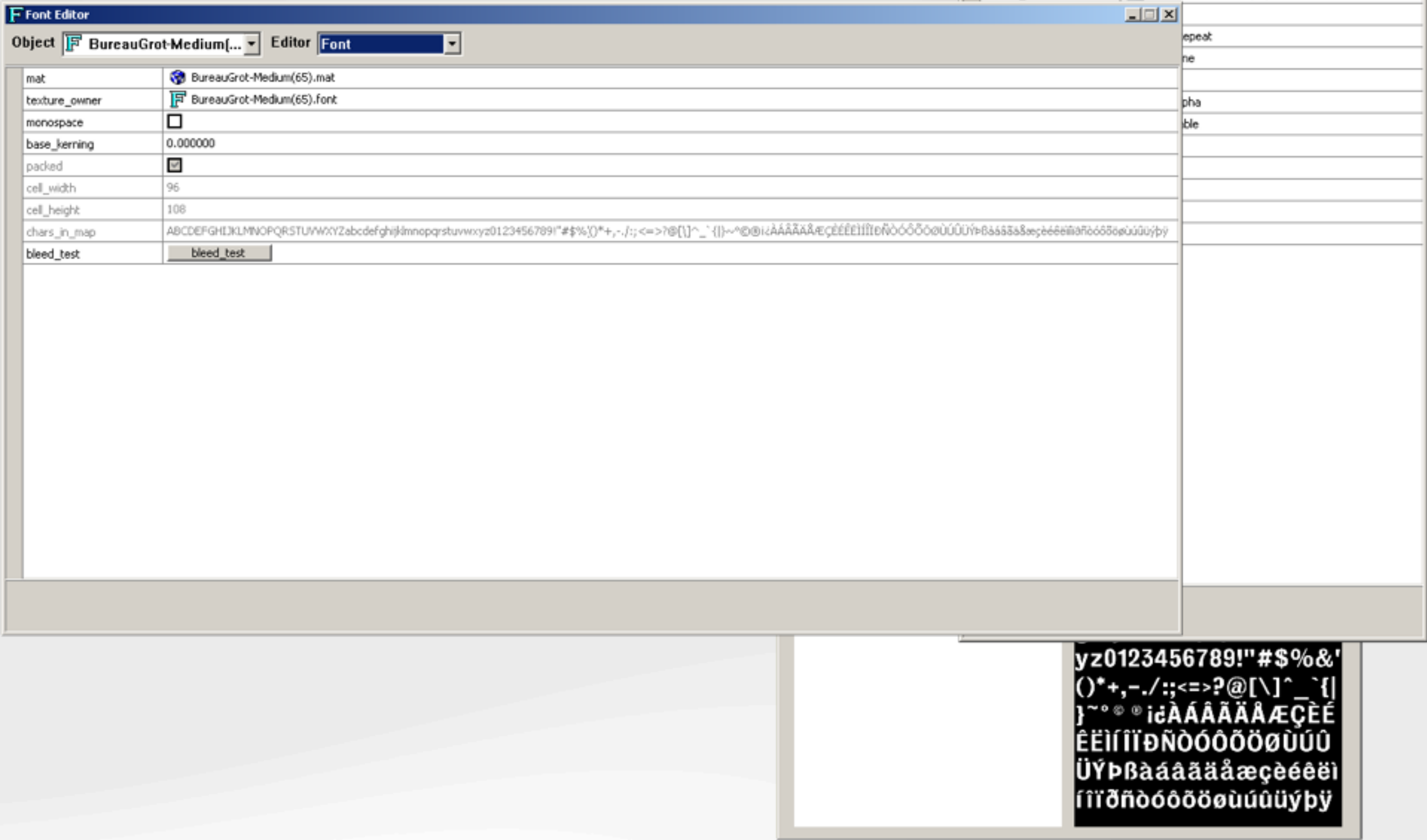
handmade



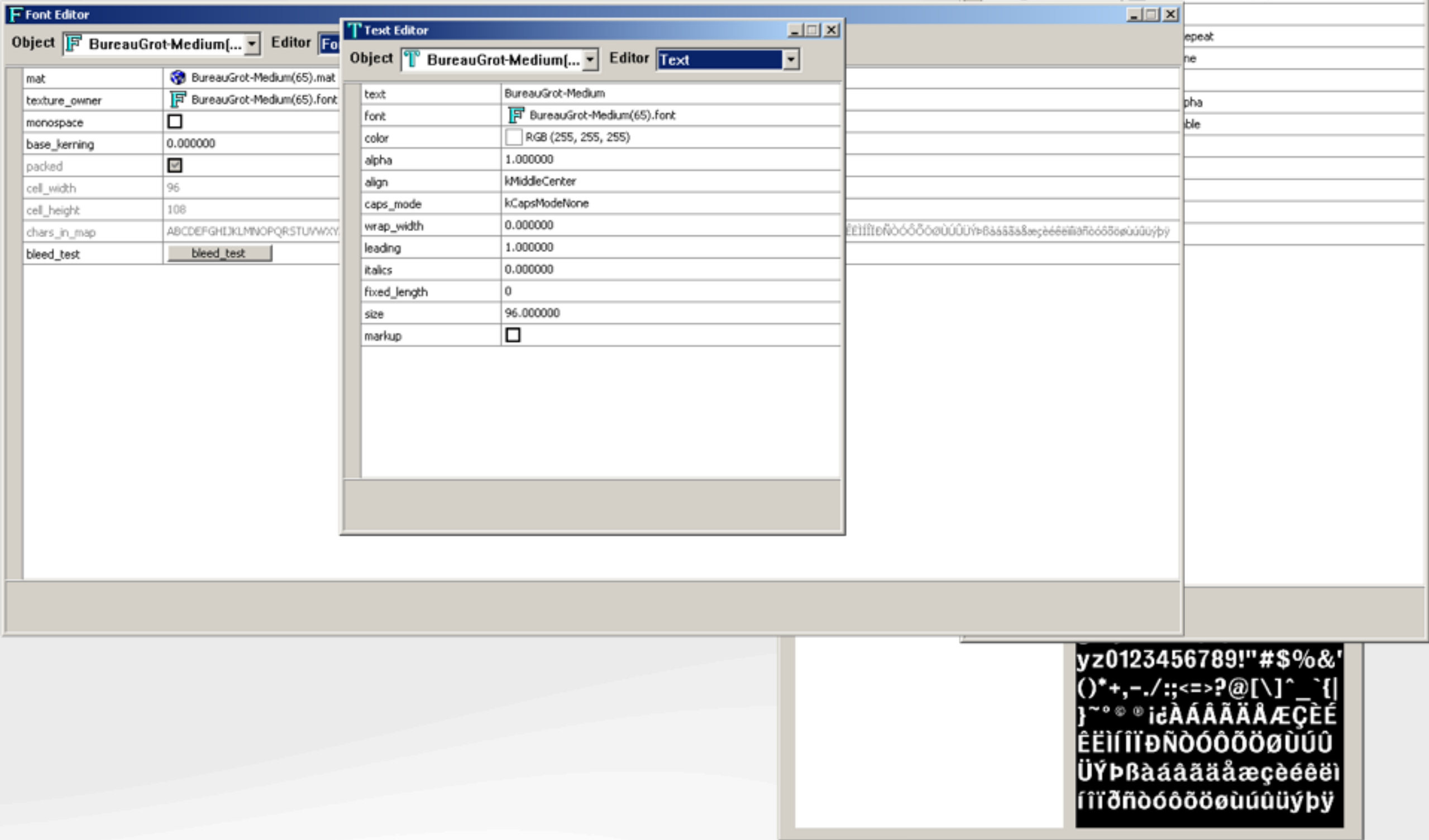
handmade



handmade



handmade

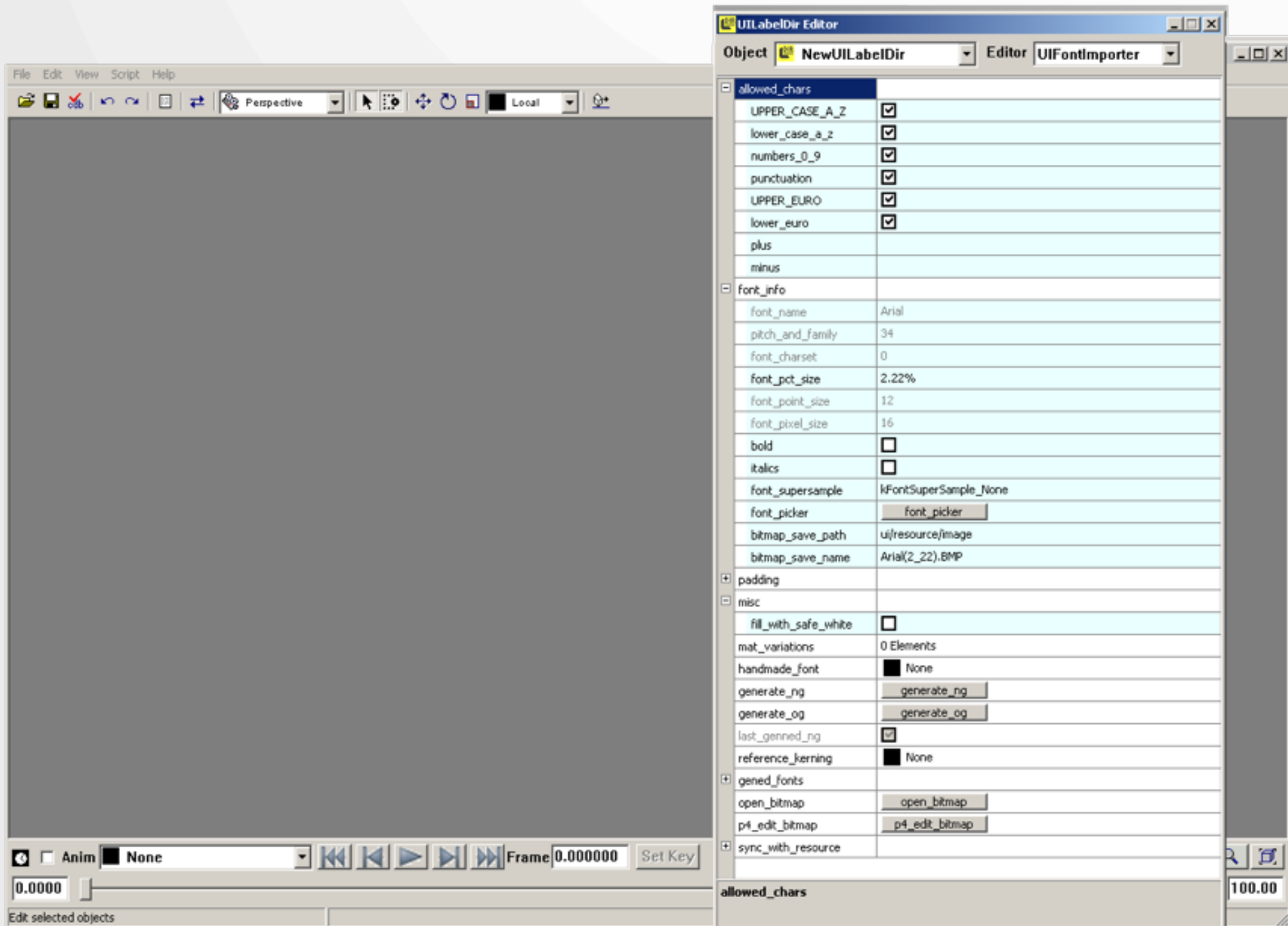


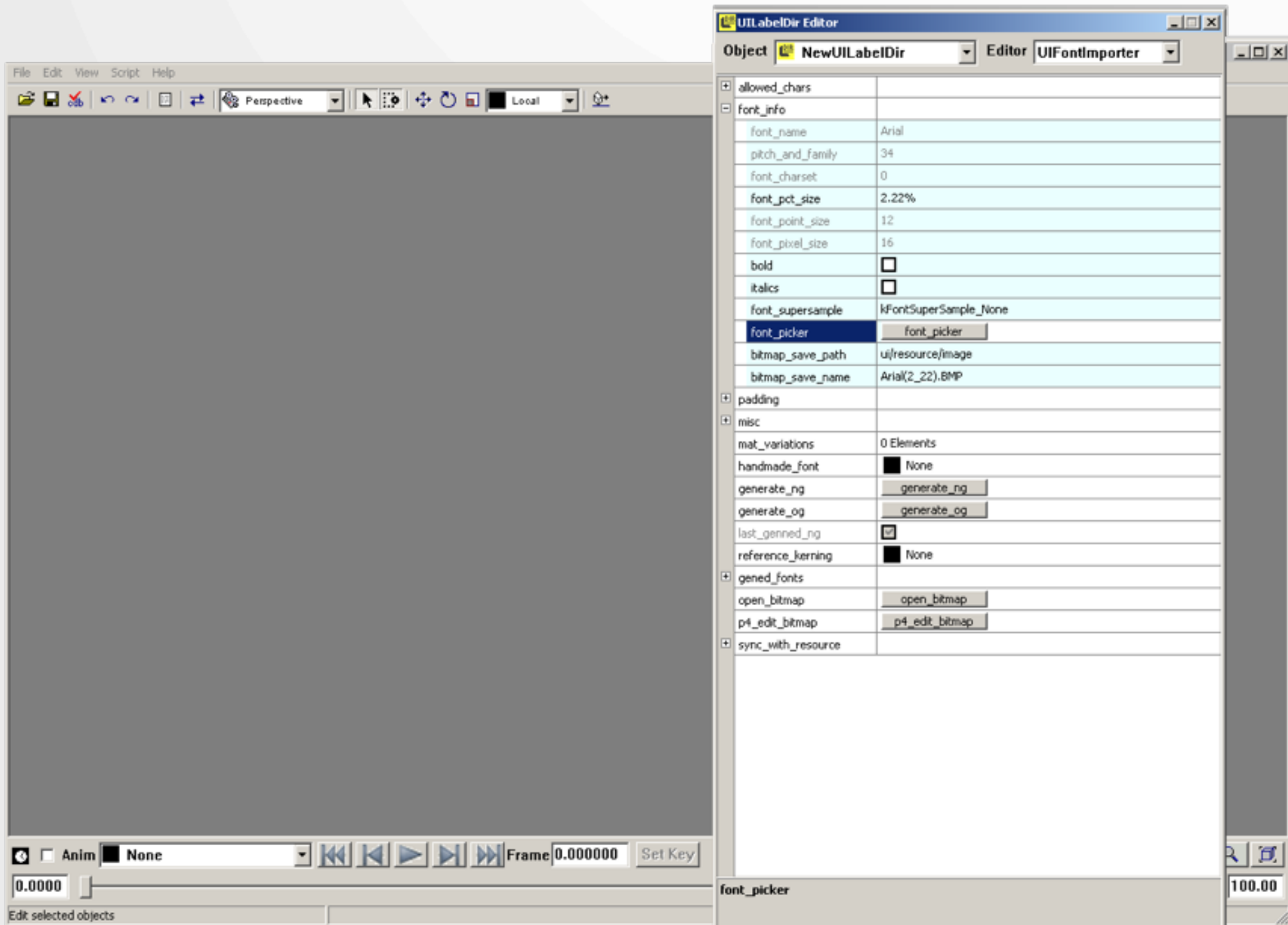
handmade

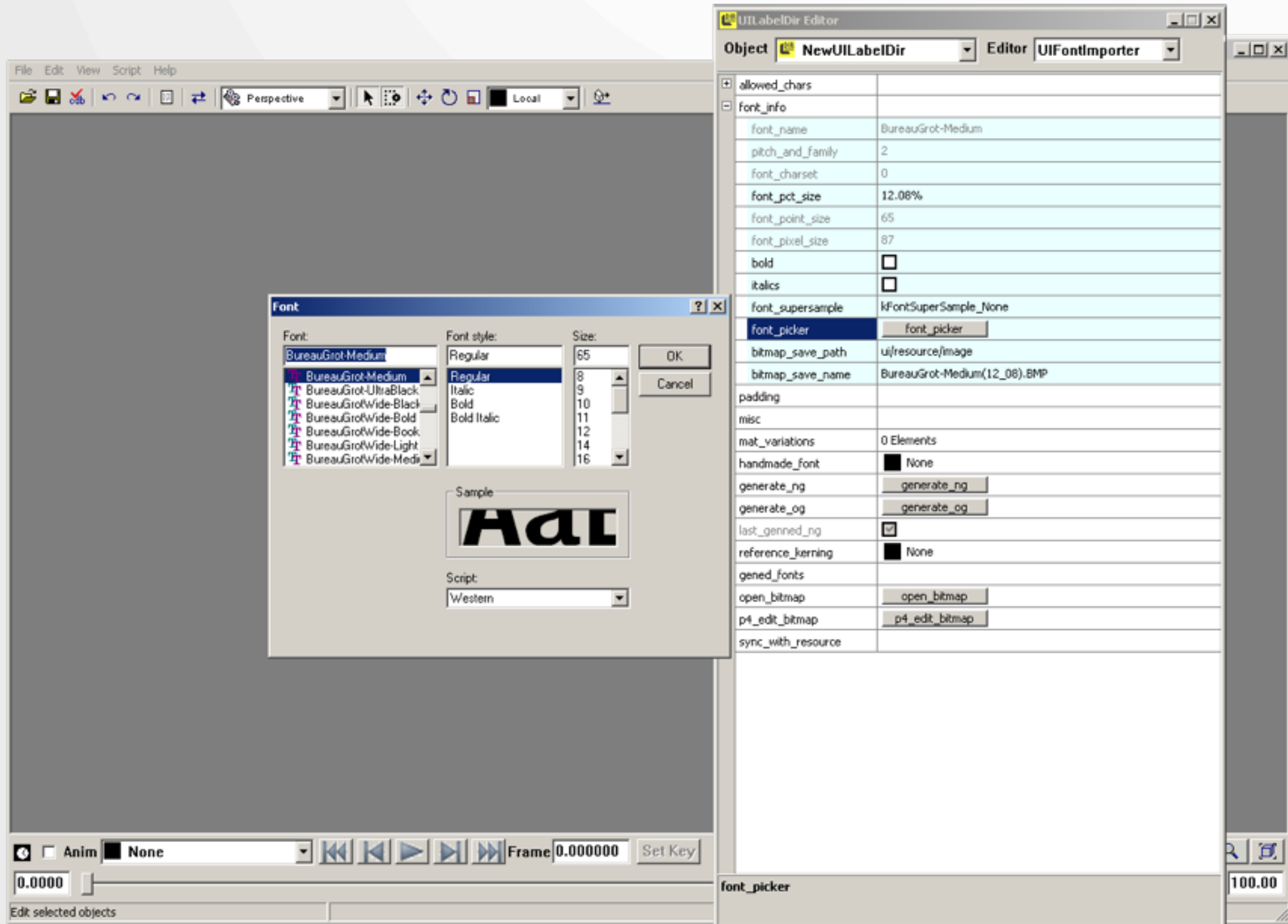




mike mandell







Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65\text{pts}}{72\text{ppi}} \times 96\text{dpi} = \mathbf{86.67 \text{ pixels}}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65\text{pts}}{72\text{ppi}} \times 96\text{dpi} = 86.67 \text{ pixels}$$

$$\frac{\text{screen } 1080 \text{ pixels}}{\text{font } 86.67 \text{ pixels}} = 12.4\% \text{ of screen}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65\text{pts}}{72\text{ppi}} \times 96\text{dpi} = \mathbf{86.67 \text{ pixels}}$$

$$\frac{\text{screen } \mathbf{1080 \text{ pixels}}}{\text{font } \mathbf{86.67 \text{ pixels}}} = \mathbf{12.4\% \text{ of screen}}$$

Wii

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{30\text{pts}}{72\text{ppi}} \times 96\text{dpi} = \mathbf{40 \text{ pixels}}$$

www.emdpi.com

Assuming Dots Per Inch of 96 for all televisions

XBOX and PS3

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{65\text{pts}}{72\text{ppi}} \times 96\text{dpi} = \mathbf{86.67 \text{ pixels}}$$

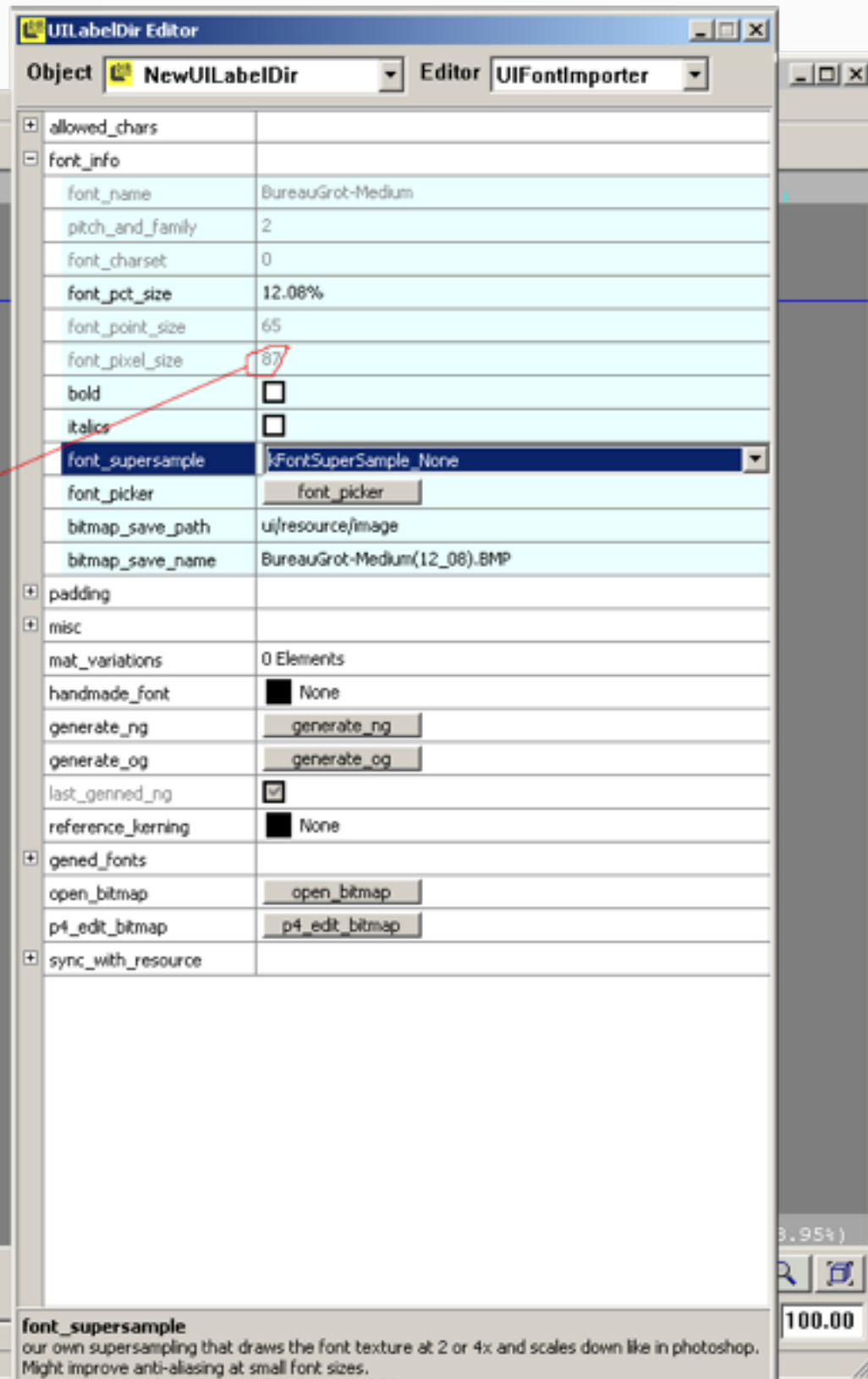
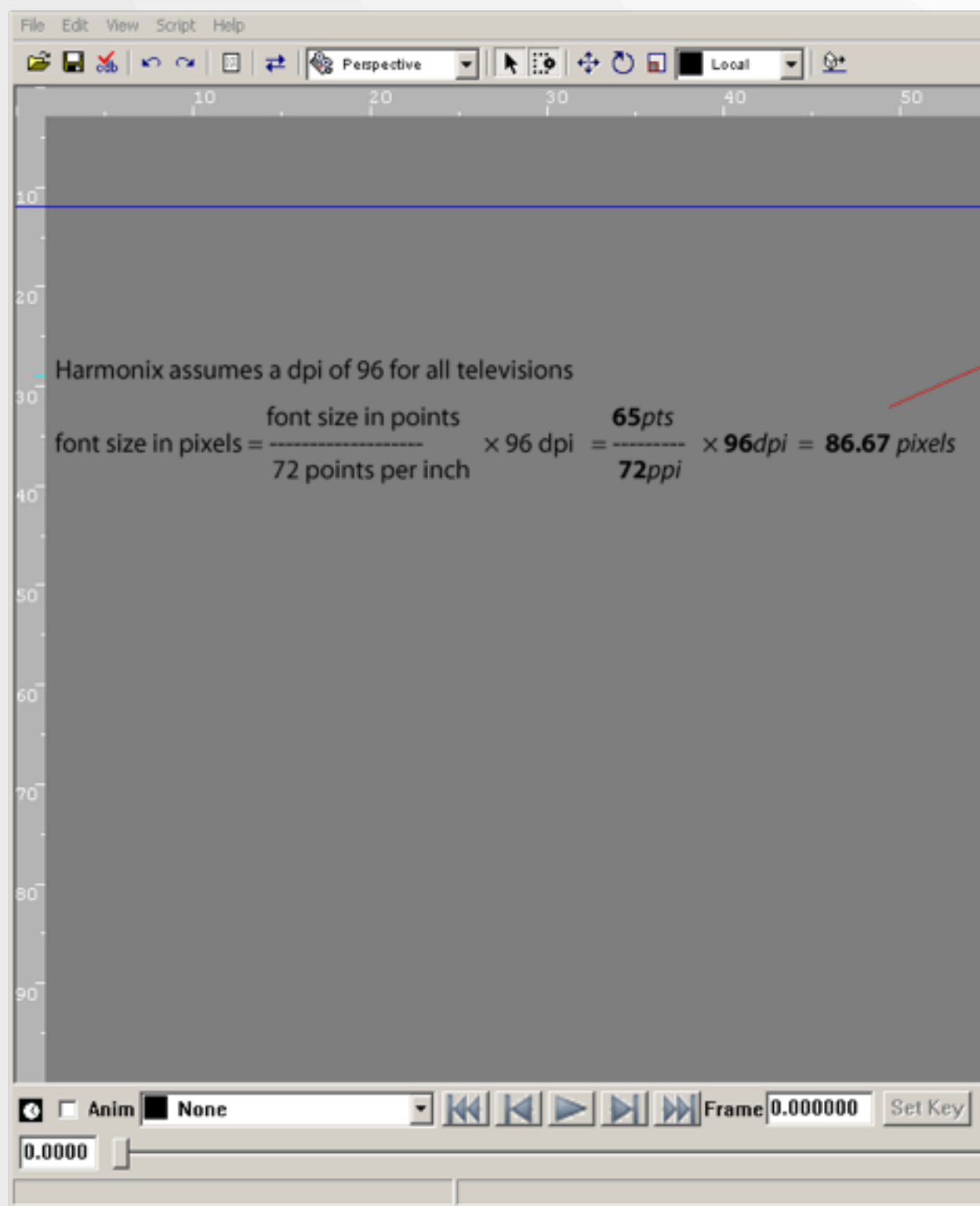
$$\frac{\text{screen } \mathbf{1080} \text{ pixels}}{\text{font } \mathbf{86.67} \text{ pixels}} = \mathbf{12.4\% \text{ of screen}}$$

Wii

$$\text{font size in pixels} = \frac{\text{font size in points}}{72 \text{ points per inch}} \times 96 \text{ dpi} = \frac{30\text{pts}}{72\text{ppi}} \times 96\text{dpi} = \mathbf{40 \text{ pixels}}$$

$$\frac{\text{screen } \mathbf{480} \text{ pixels}}{\text{font } \mathbf{40} \text{ pixels}} = \mathbf{12\% \text{ of screen}}$$

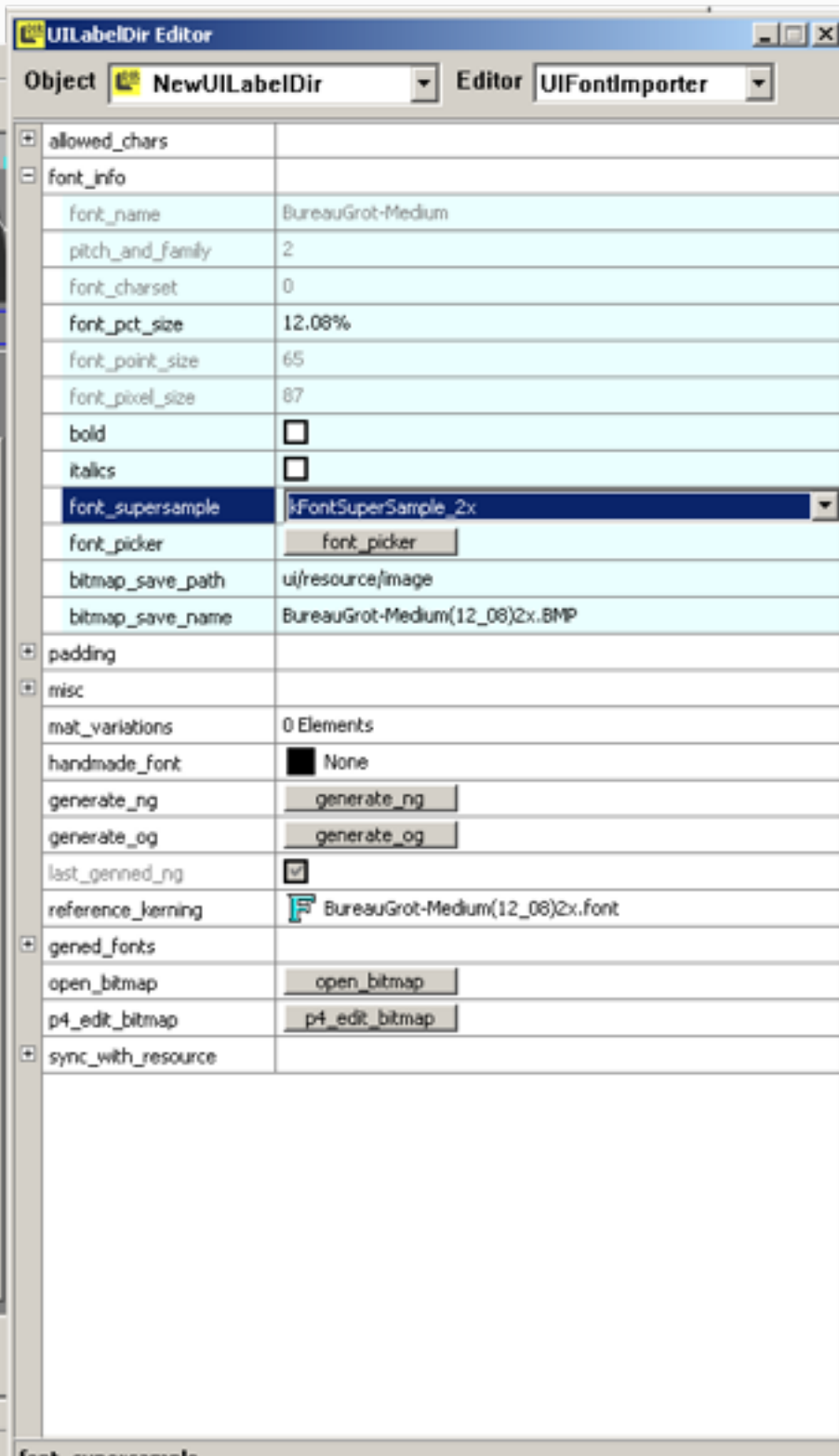
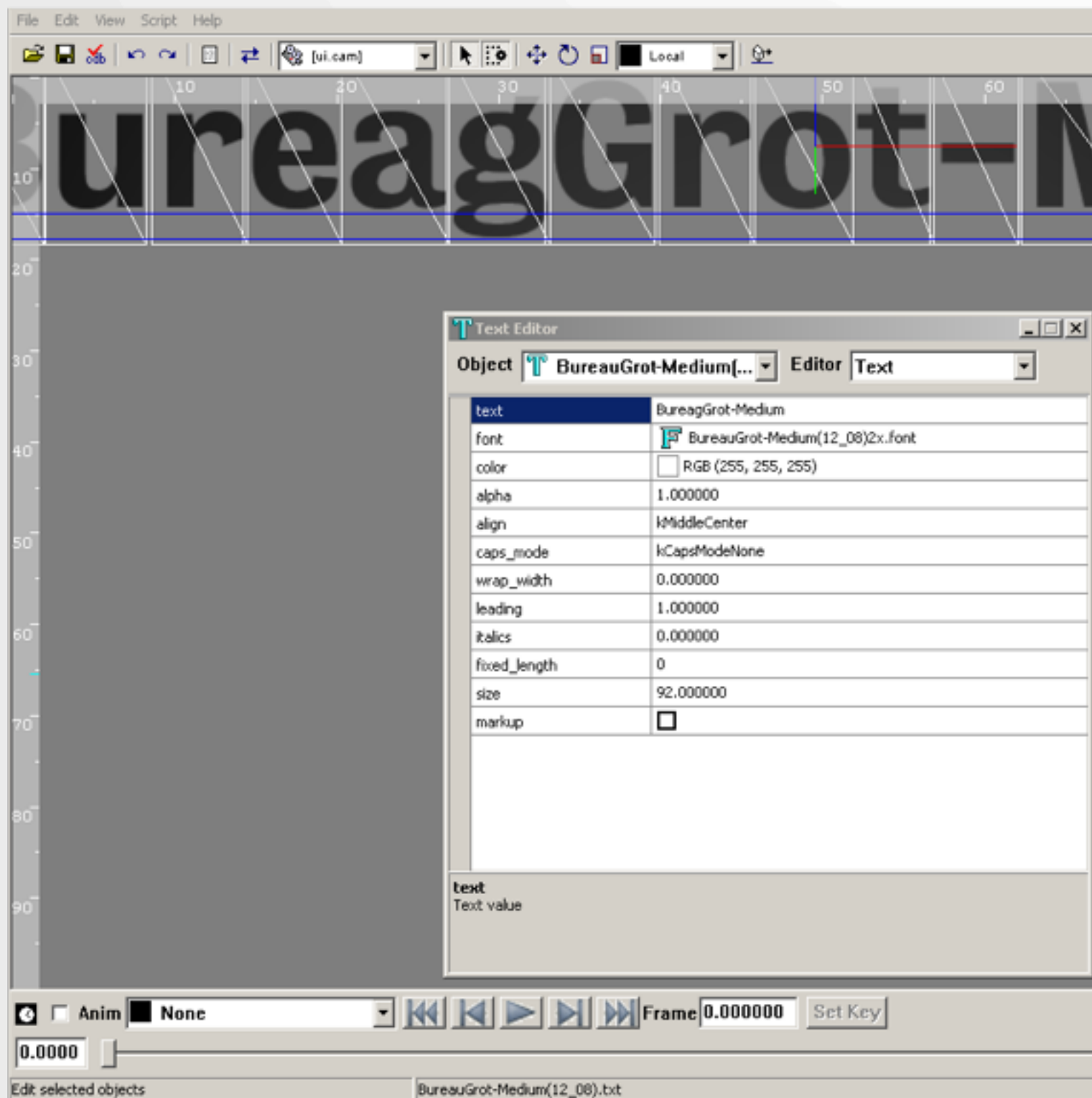
www.emdpi.com

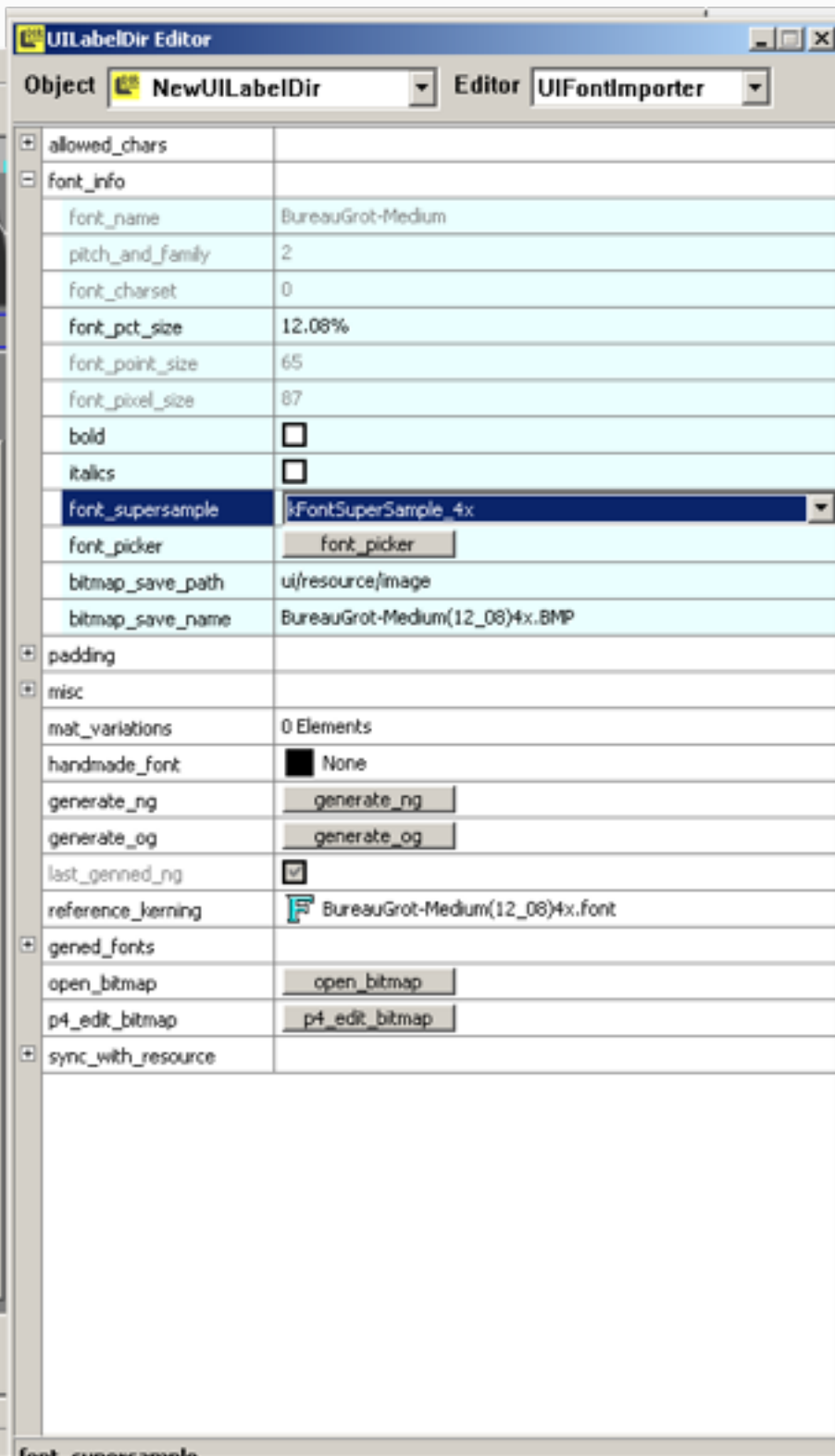
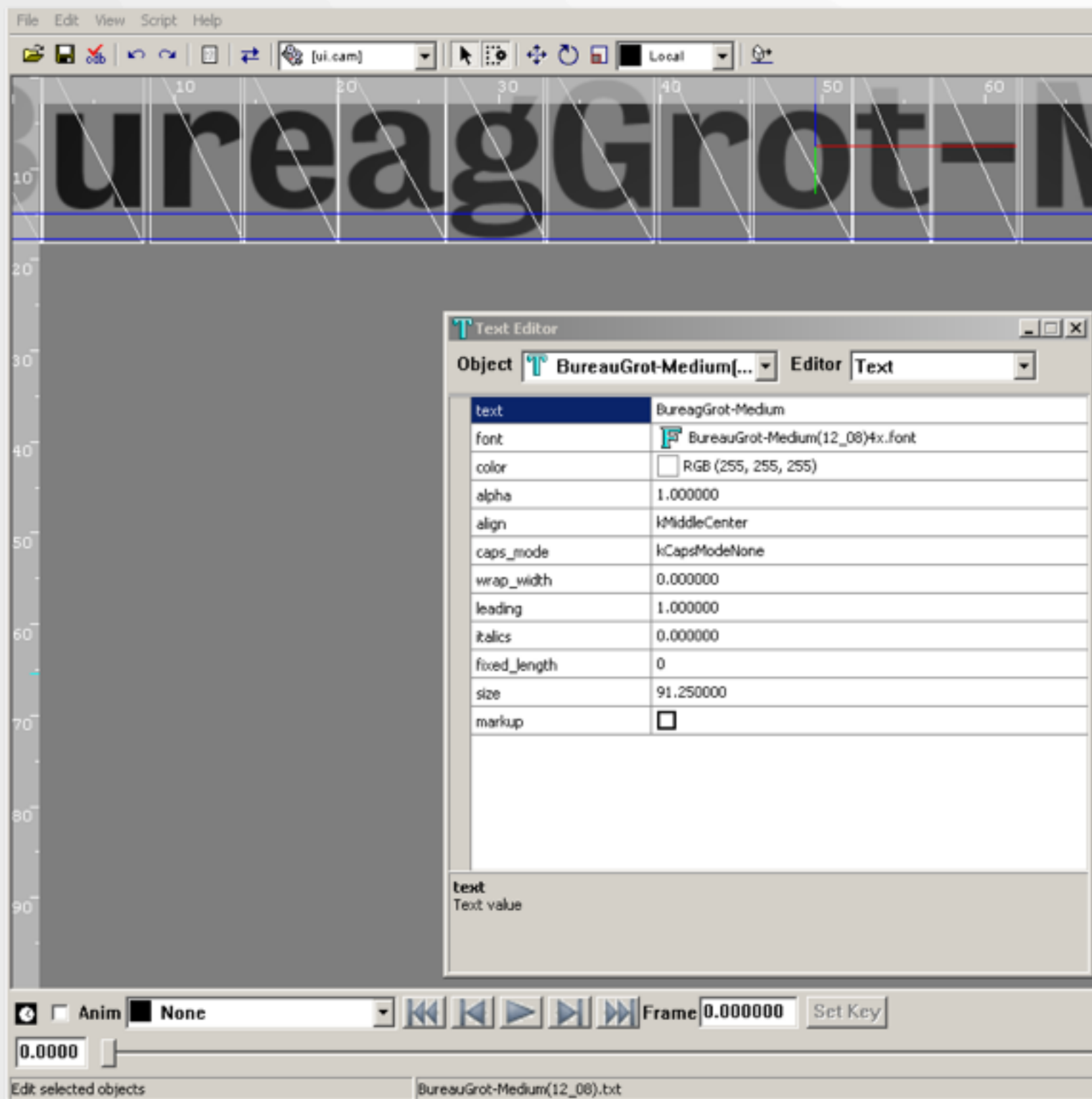


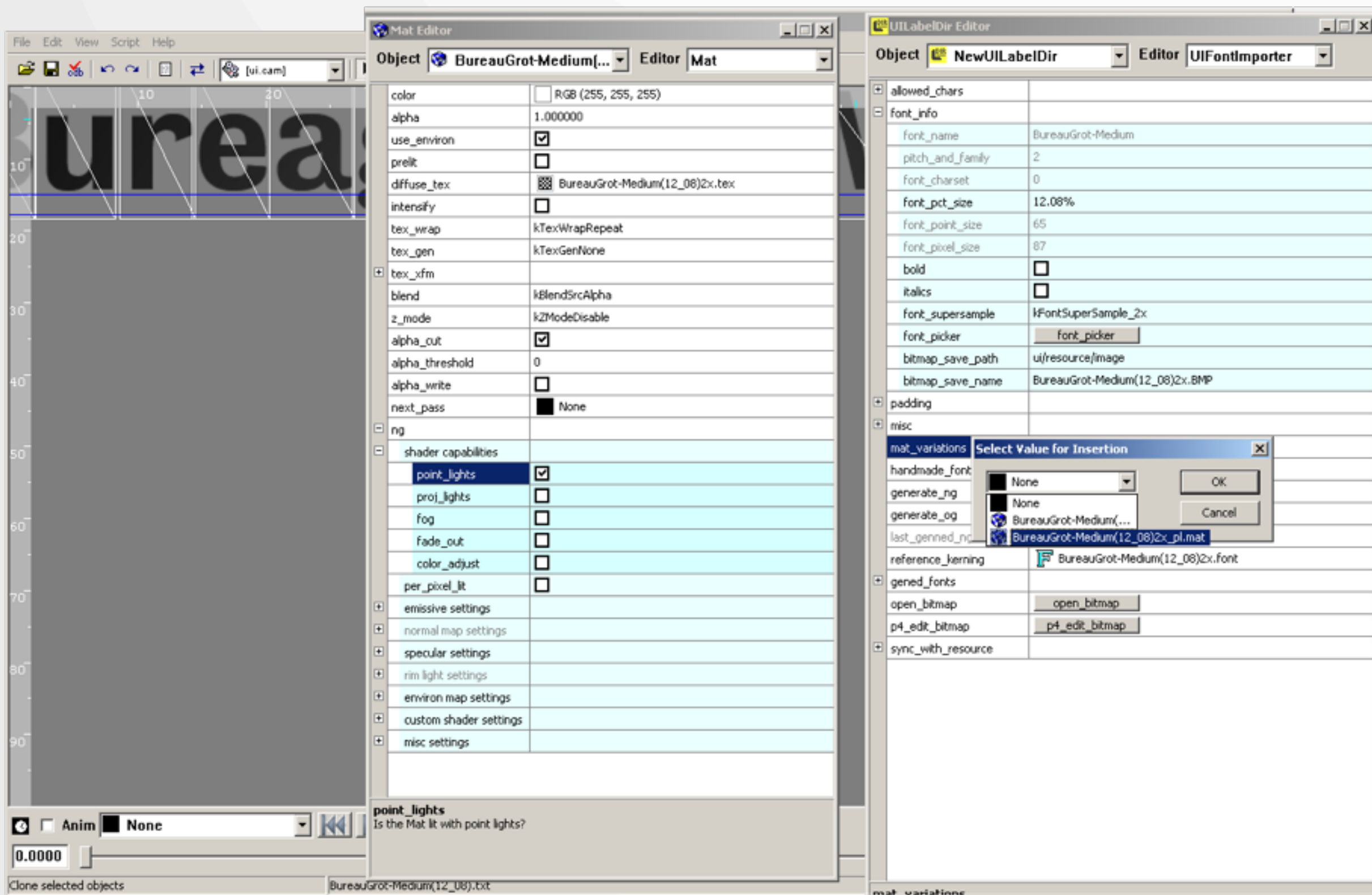


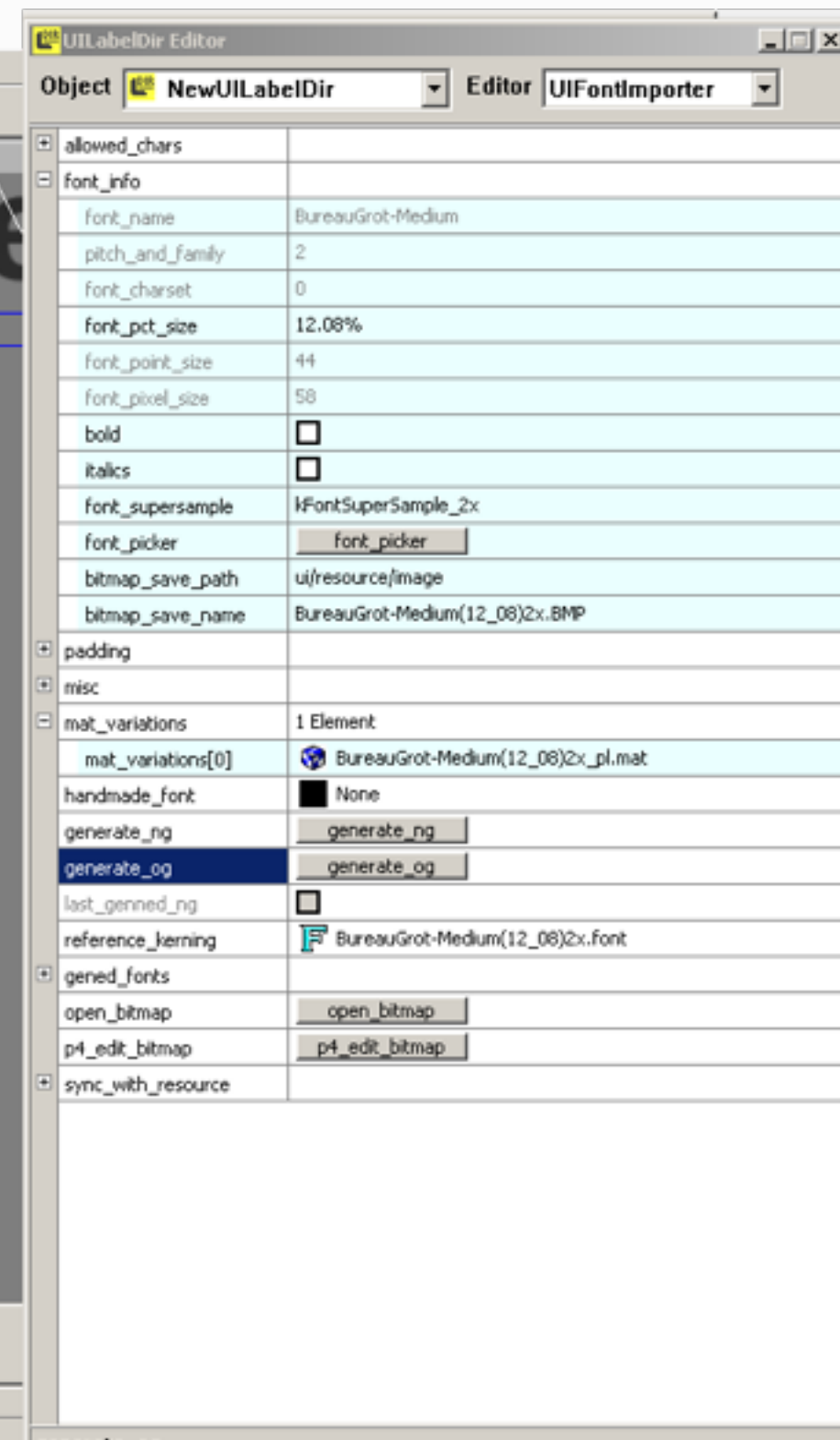
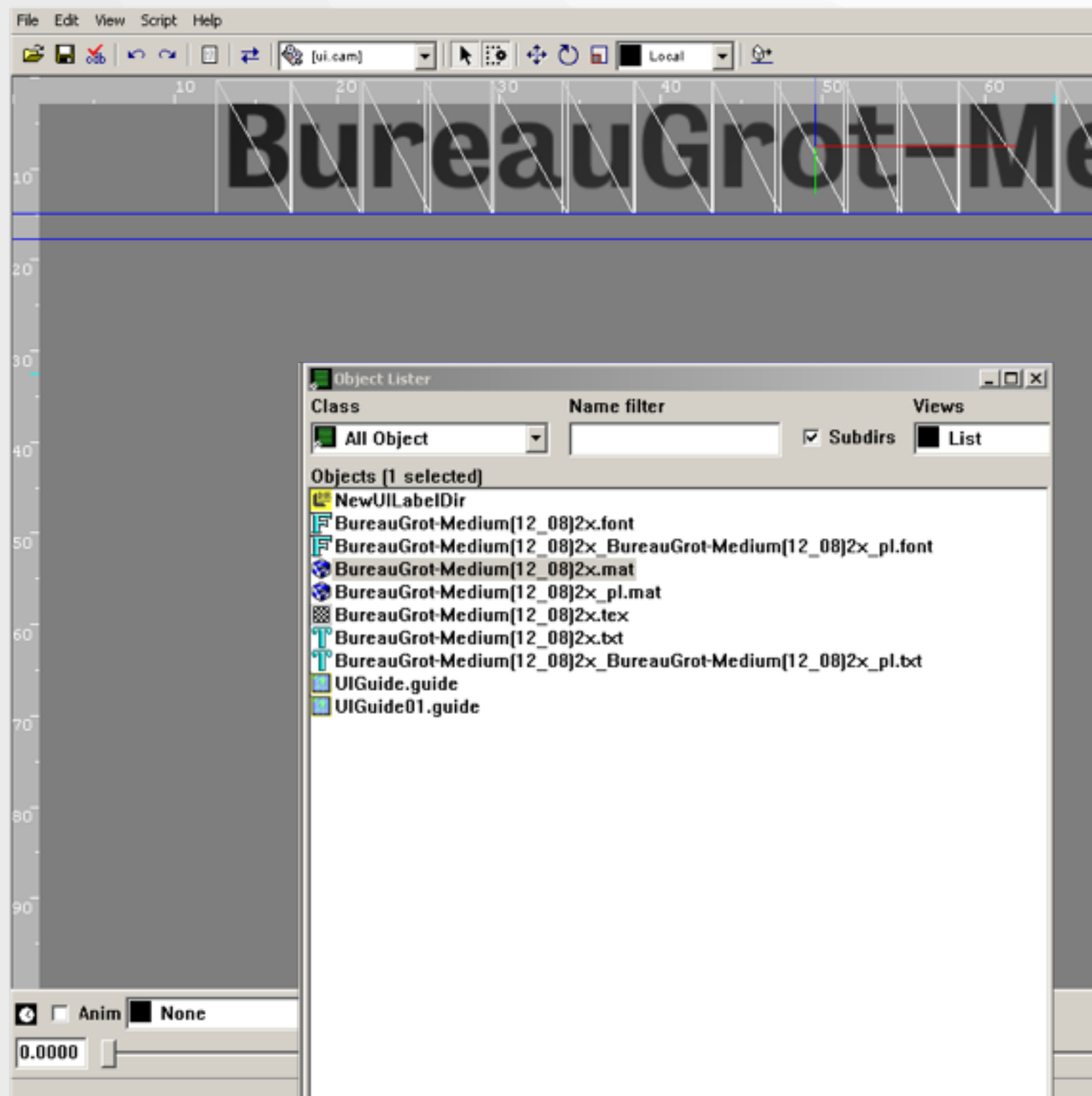






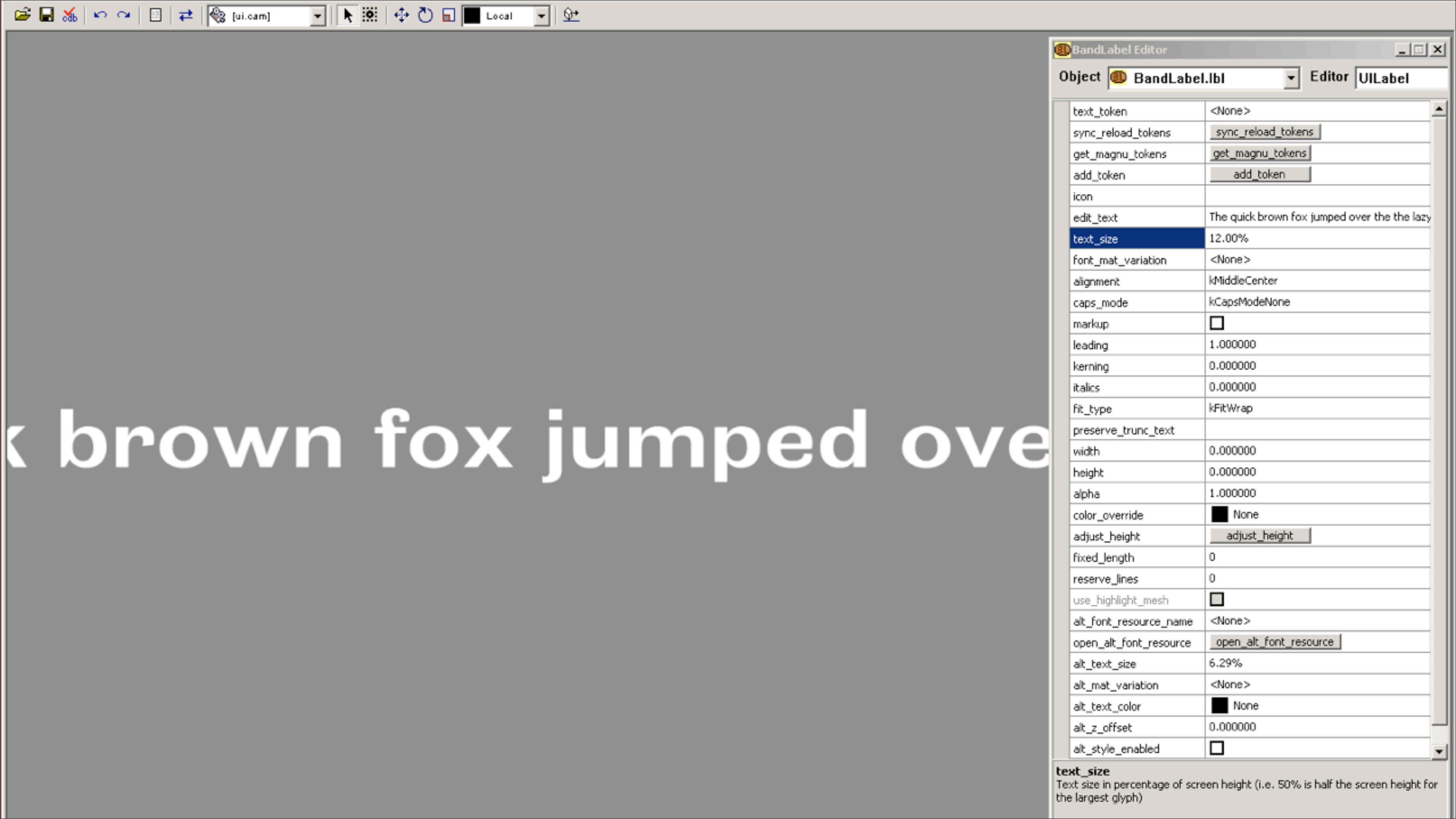






LABELS

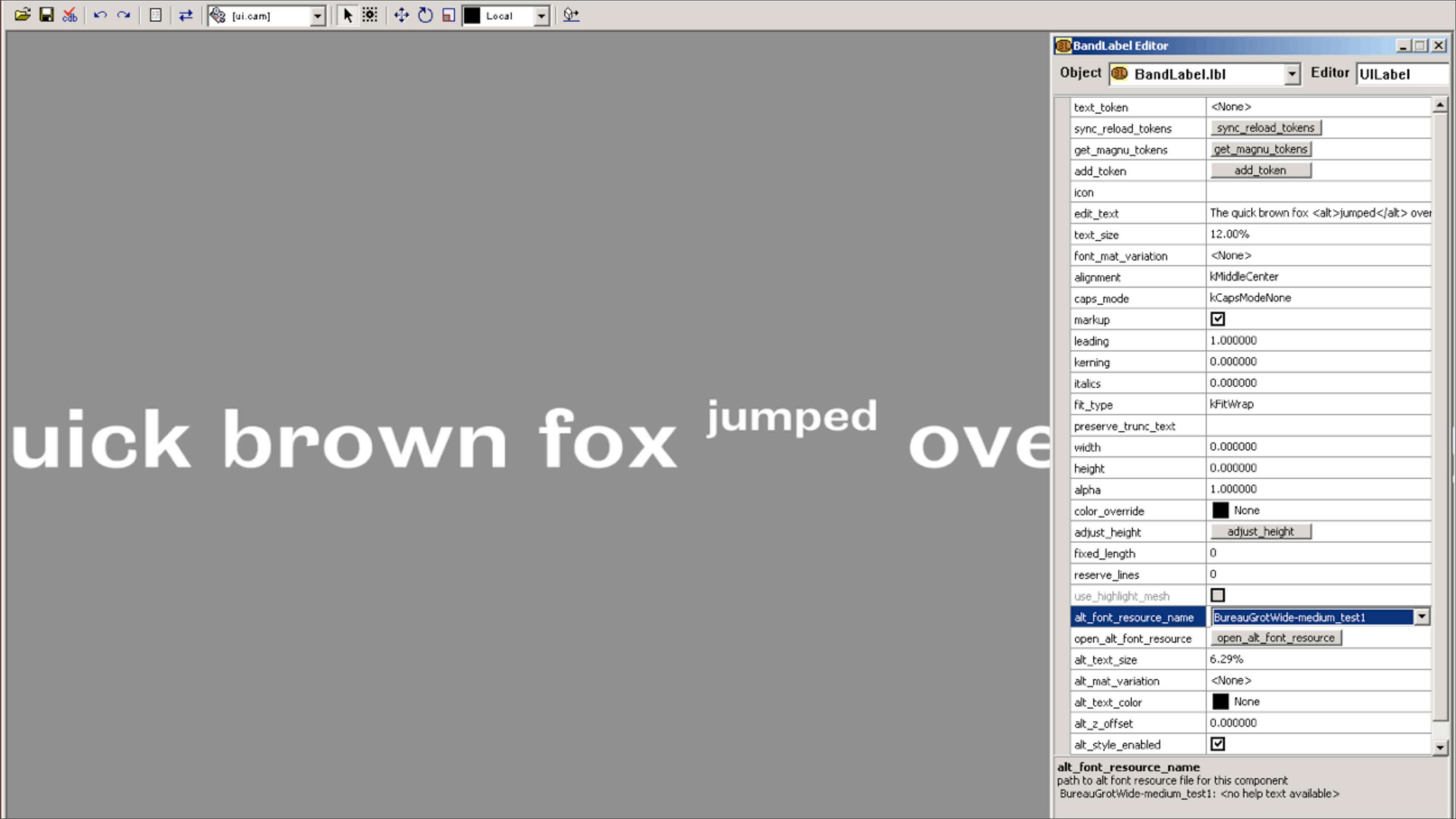
controller object of fonts



The quick brown fox jumped over the lazy dog

BandLabel Editor	
Object	BandLabel.lbl
Editor	UILabel
text_token	<None>
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox jumped over the the lazy
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☐
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	☒ None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	<None>
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	☒ None
alt_z_offset	0.000000
alt_style_enabled	☐

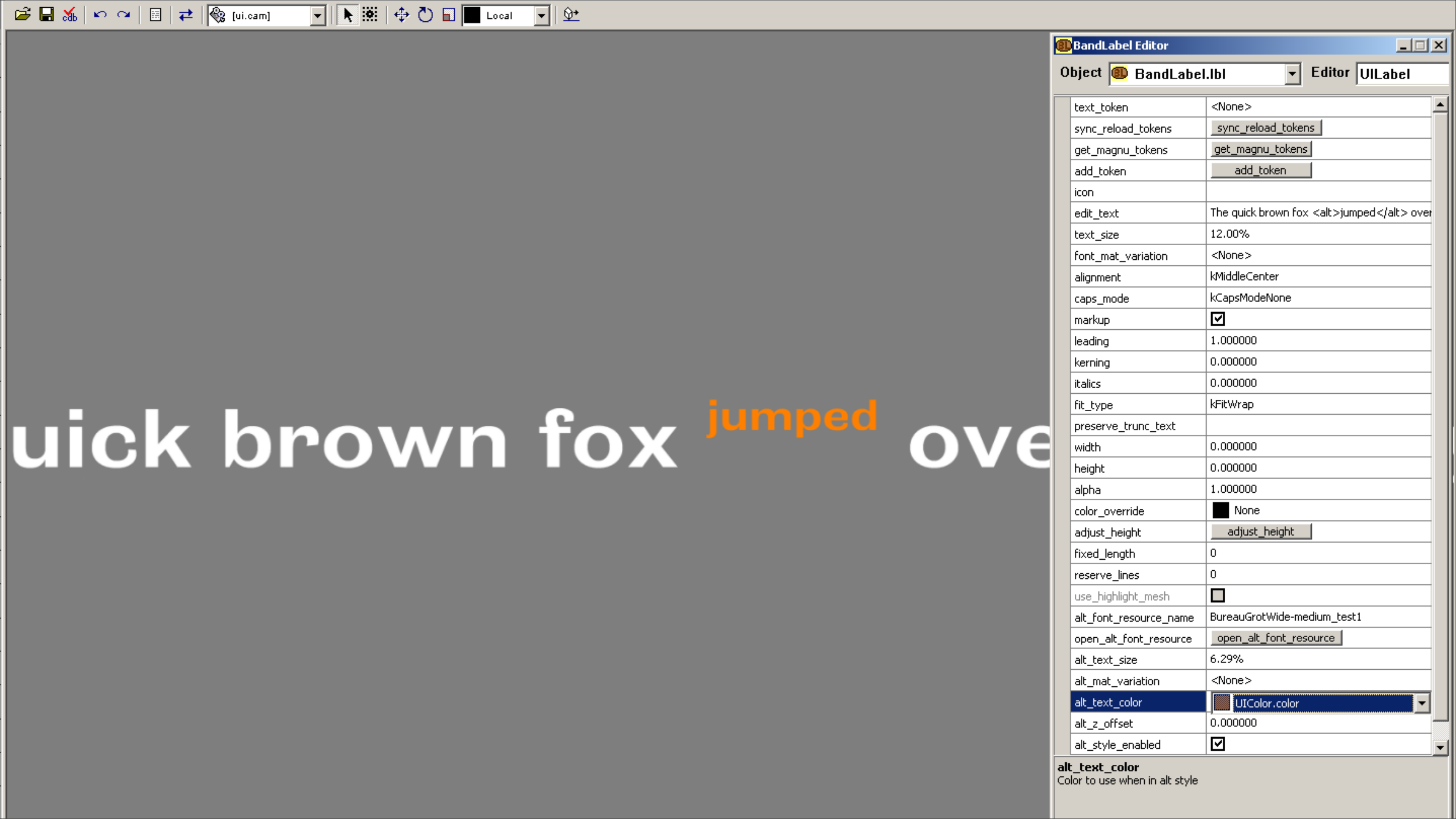
text_size
Text size in percentage of screen height (i.e. 50% is half the screen height for the largest glyph)



The quick brown fox jumped over the lazy dog

BandLabel Editor	
Object	BandLabel.lbl
Editor	UILabel
text_token	<None>
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	☐ None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGroTWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	☐ None
alt_z_offset	0.000000
alt_style_enabled	☒

alt_font_resource_name
path to alt font resource file for this component
BureauGroTWide-medium_test1: <no help text available>



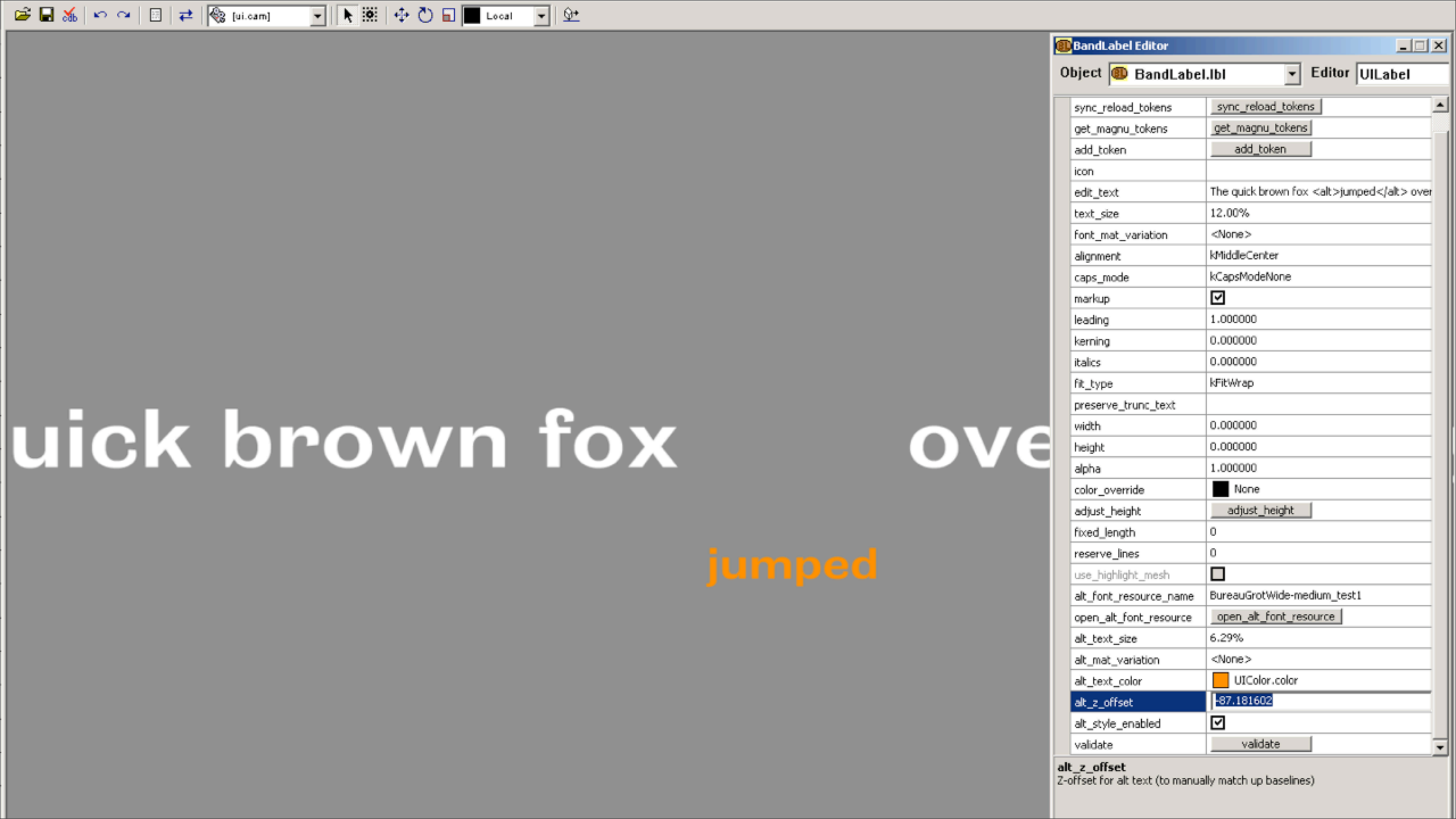
The quick brown fox jumped over

BandLabel Editor

Object **BandLabel.lbl** Editor **UILabel**

text_token	<None>
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	0.000000
alt_style_enabled	☒

alt_text_color
Color to use when in alt style



The quick brown fox over the lazy dog

jumped

BandLabel Editor	
Object	BandLabel.lbl
Editor	UILabel
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over the lazy dog
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	0.000000
height	0.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	-87.181602
alt_style_enabled	☒
validate	validate

alt_z_offset
Z-offset for alt text (to manually match up baselines)

The quick
brown
fox
over the
lazy dog.

BandLabel Editor

Object **BandLabel.lbl** Editor **UILabel**

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	280.000000
height	0.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	-87.181602
alt_style_enabled	☒
validate	validate

width
Width of label

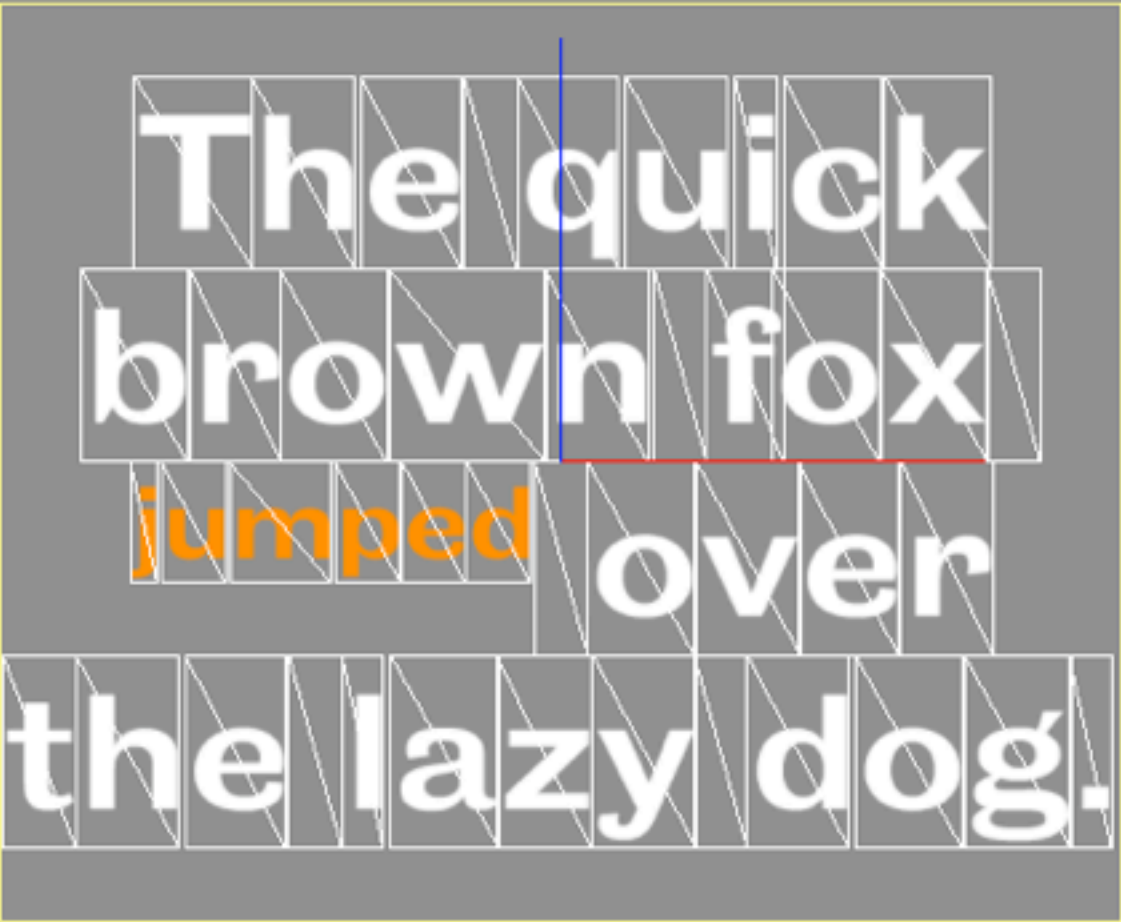
The quick
brown
fox
over the
lazy dog.

BandLabel Editor

Object **BandLabel.lbl** Editor **UILabel**

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	-87.181602
alt_style_enabled	☒
validate	validate

height
Height of label




BandLabel Editor

Object


BandLabel.lbl

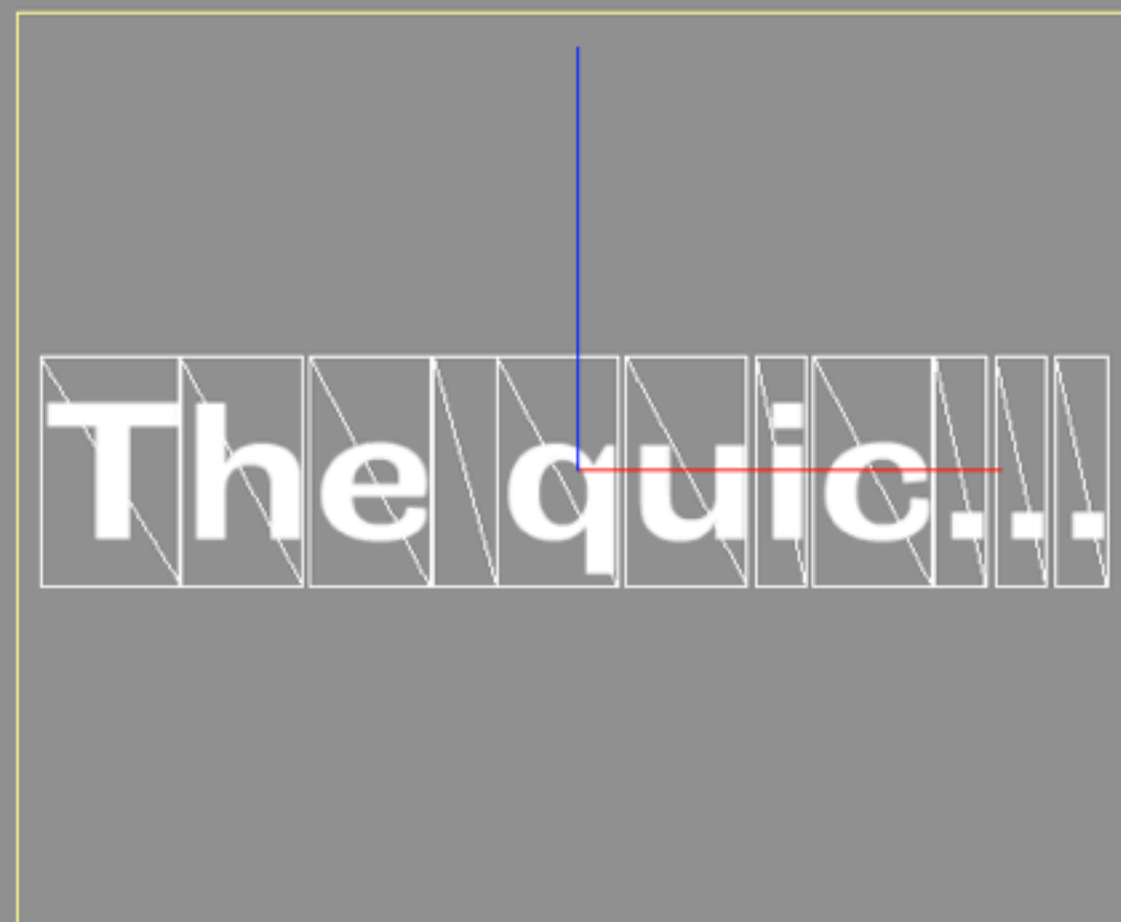
Editor

UILabel

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitJust
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	0.000000
alt_style_enabled	☒
validate	validate

fit_type

How to fit text in the width/height specified
kFitJust: <no help text available>



BandLabel Editor	
Object	BandLabel.lbl
Editor	UILabel
sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	12.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitEllipsis
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	0.000000
alt_style_enabled	☒
validate	validate

fit_type

How to fit text in the width/height specified
 kFitEllipsis: <no help text available>

The quick brown fox
jumped over the lazy dog.

BandLabel Editor

Object BandLabel.lbl Editor UILabel

sync_reload_tokens	sync_reload_tokens
get_magnu_tokens	get_magnu_tokens
add_token	add_token
icon	
edit_text	The quick brown fox <alt>jumped</alt> over
text_size	4.00%
font_mat_variation	<None>
alignment	kMiddleCenter
caps_mode	kCapsModeNone
markup	☒
leading	1.000000
kerning	0.000000
italics	0.000000
fit_type	kFitWrap
preserve_trunc_text	
width	280.000000
height	230.000000
alpha	1.000000
color_override	None
adjust_height	adjust_height
fixed_length	0
reserve_lines	0
use_highlight_mesh	☐
alt_font_resource_name	BureauGrotWide-medium_test1
open_alt_font_resource	open_alt_font_resource
alt_text_size	6.29%
alt_mat_variation	<None>
alt_text_color	UIColor.color
alt_z_offset	0.000000
alt_style_enabled	☒
validate	validate

text_size
 Text size in percentage of screen height (i.e. 50% is half the screen height for the largest glyph)

PRODUCTION STARTS

art / wireframes / panels

ART



Nick Bright

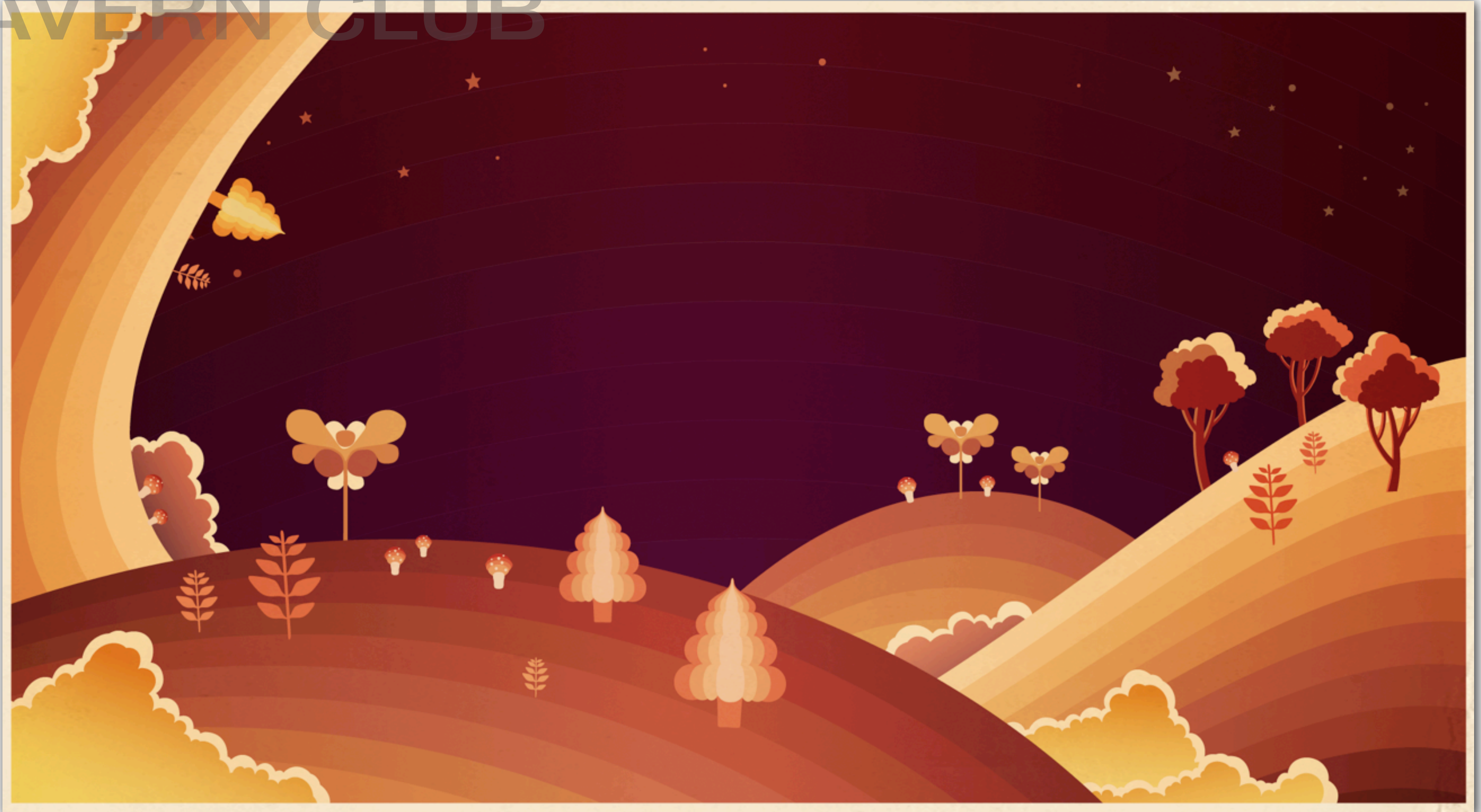
CAVERN CLUB



CAVERN CLUB



CAVERN CLUB





You don't have to worry about missing notes when playing
on Easy. No-Fail protection is always on for *Easy* players!

LOADING

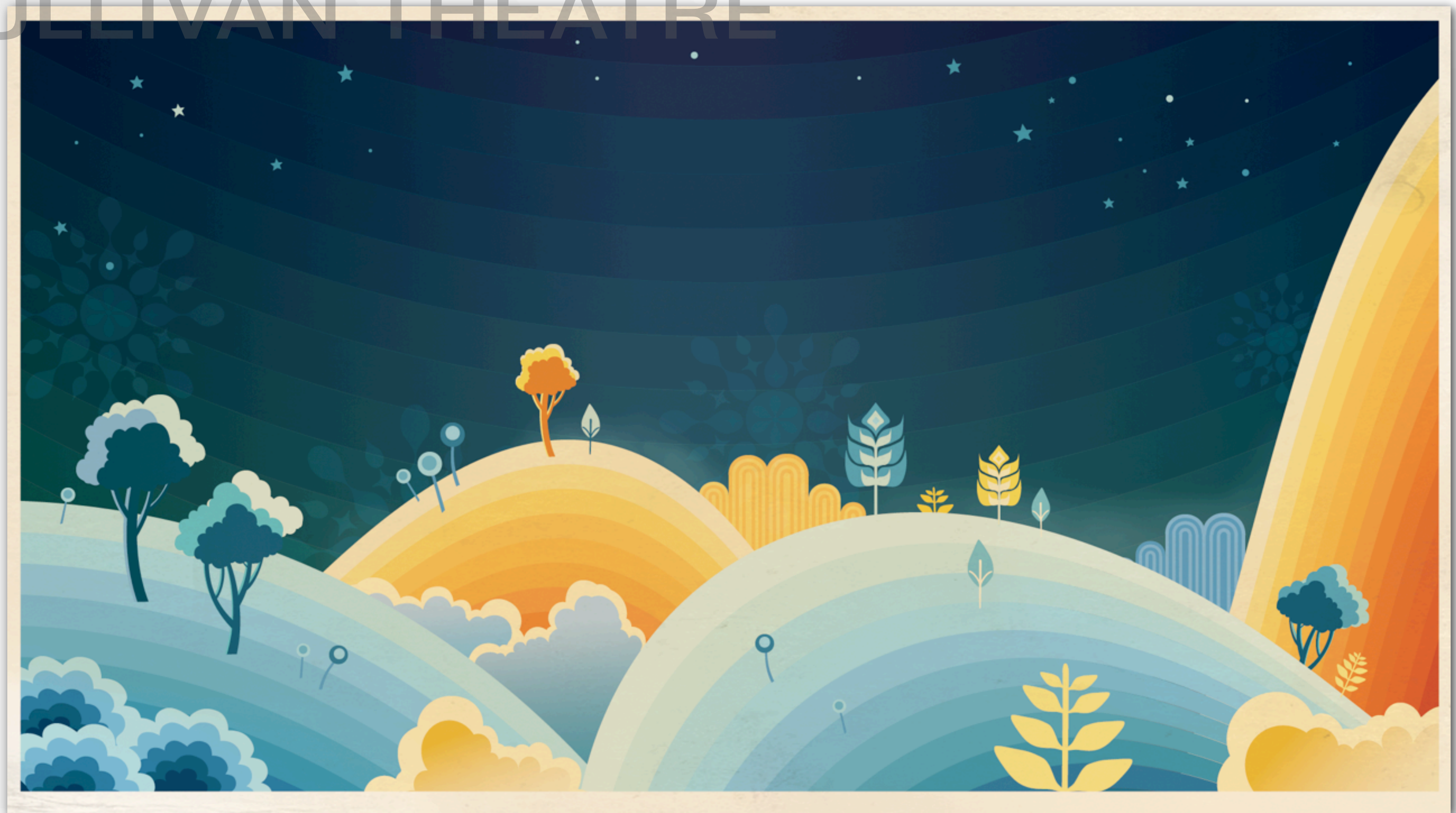
SULLIVAN THEATRE



SULLIVAN THEATRE



SULLIVAN THEATRE



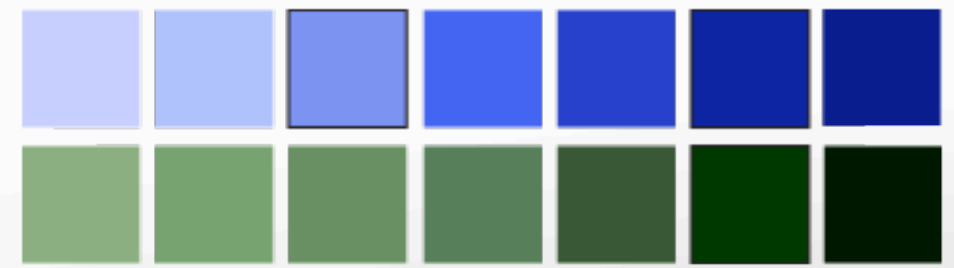
BUDAKON



BUDAKON



SHEA



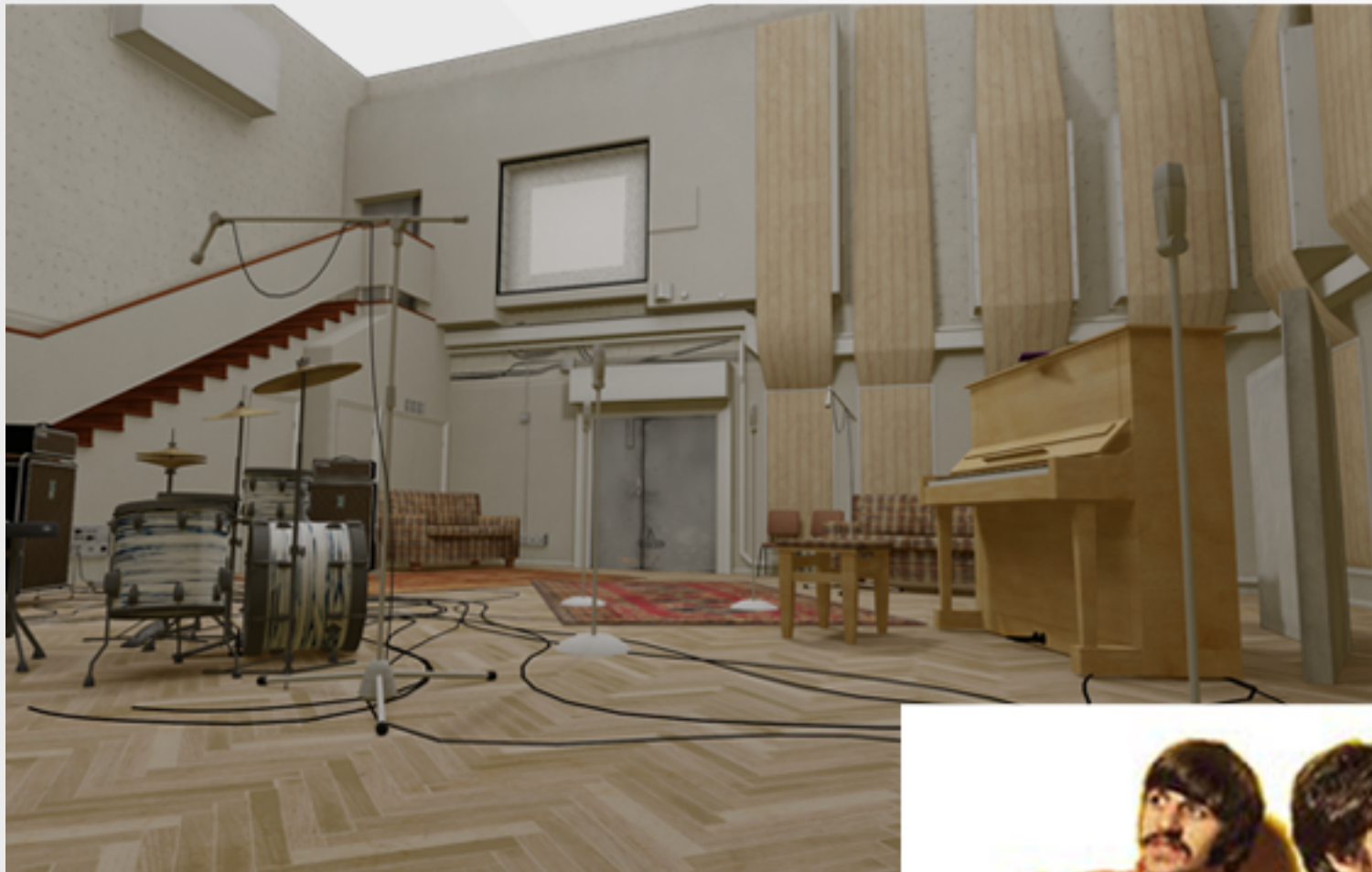
SHEA



SHEA



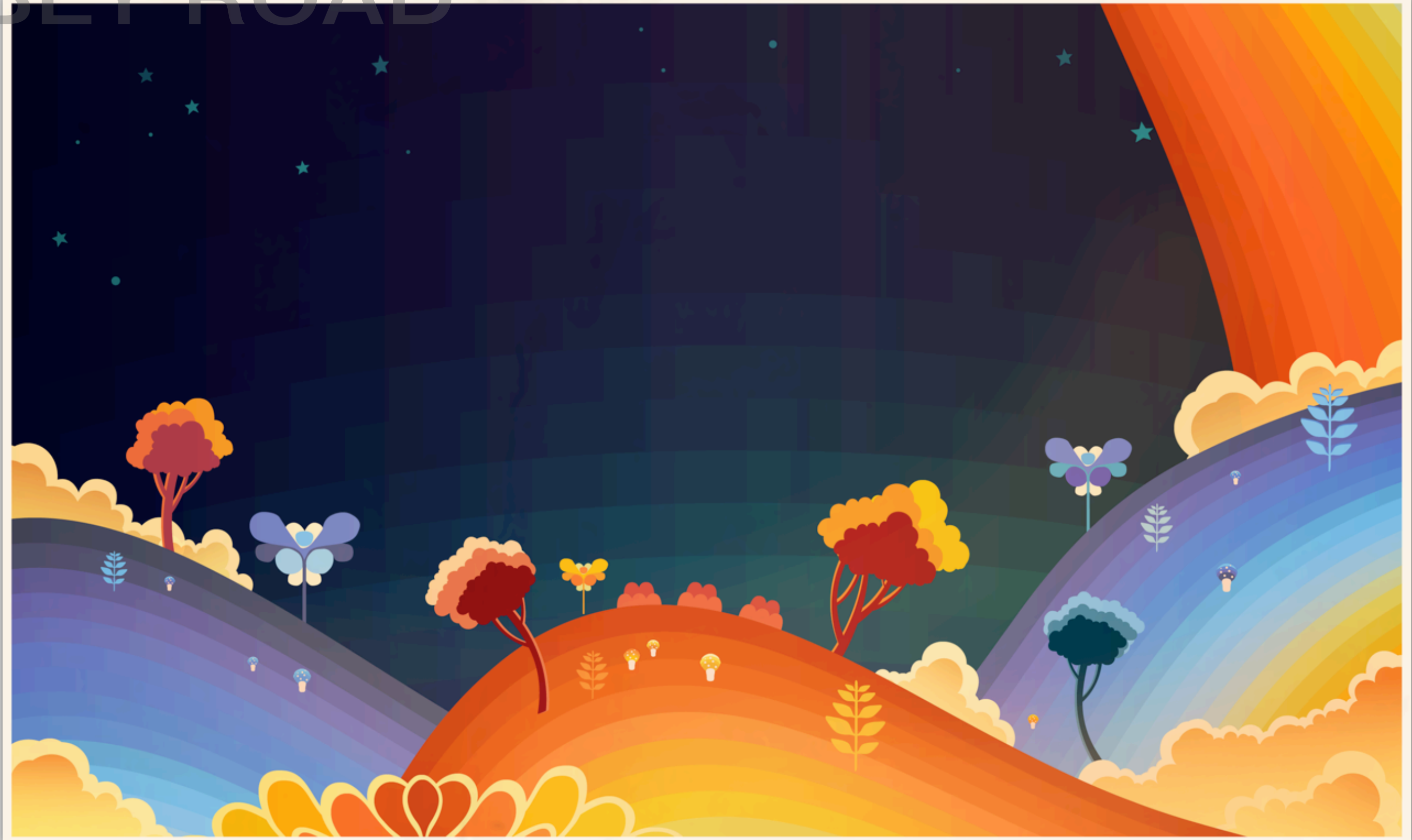
ABBEY ROAD



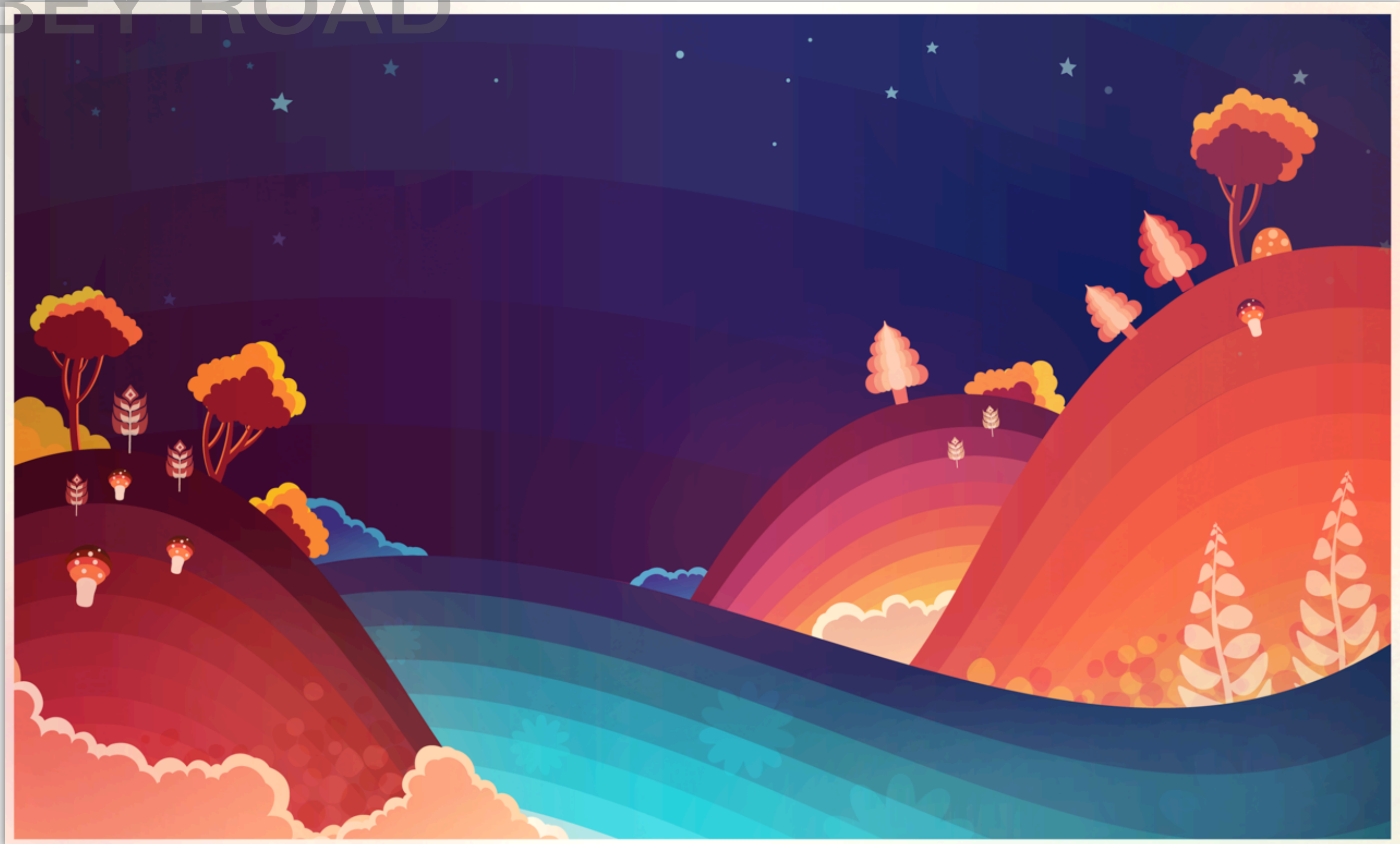
ABBEY ROAD



ABBEY ROAD



ABBEY ROAD



ROOFTOP

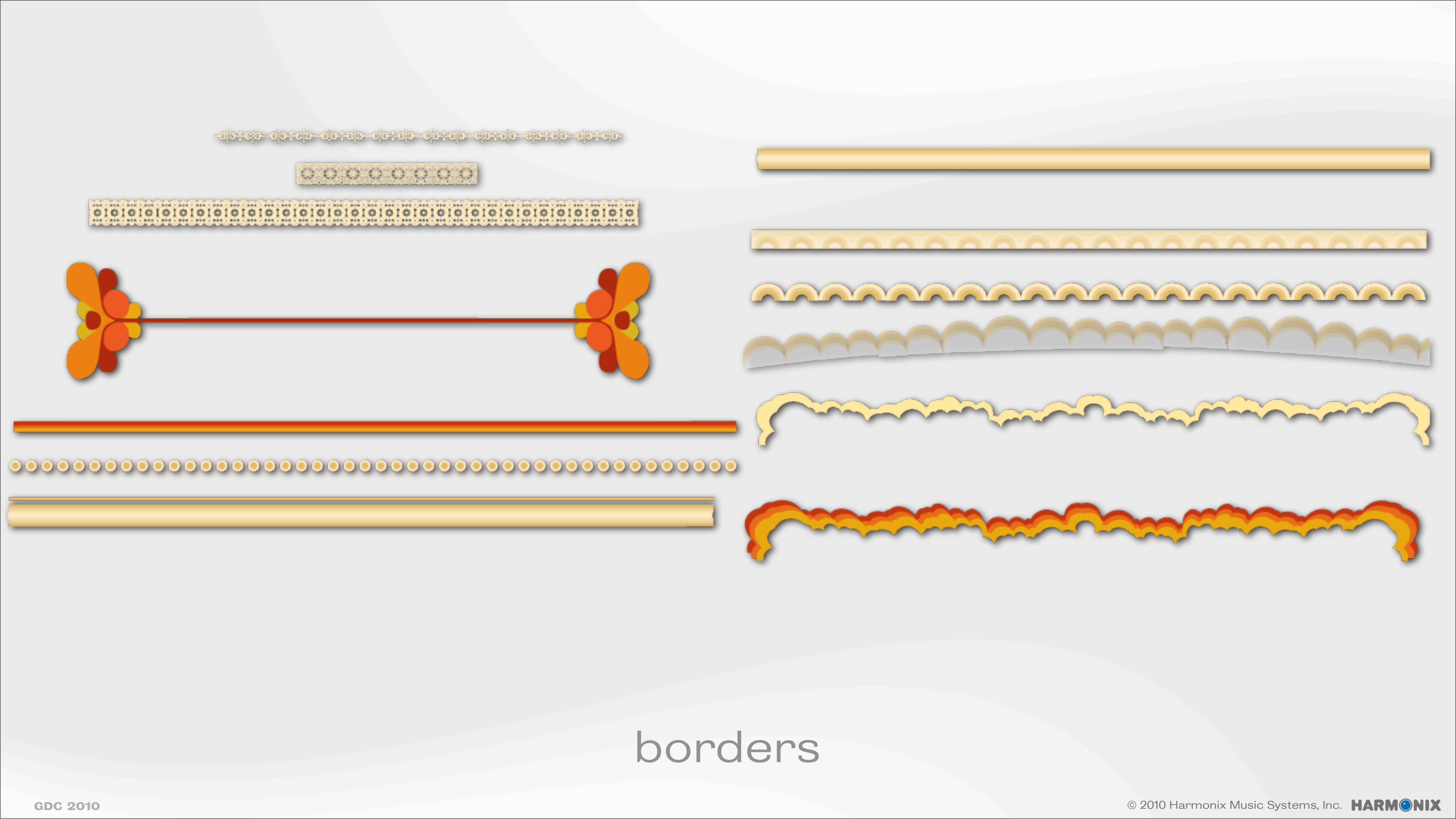


ROOFTOP

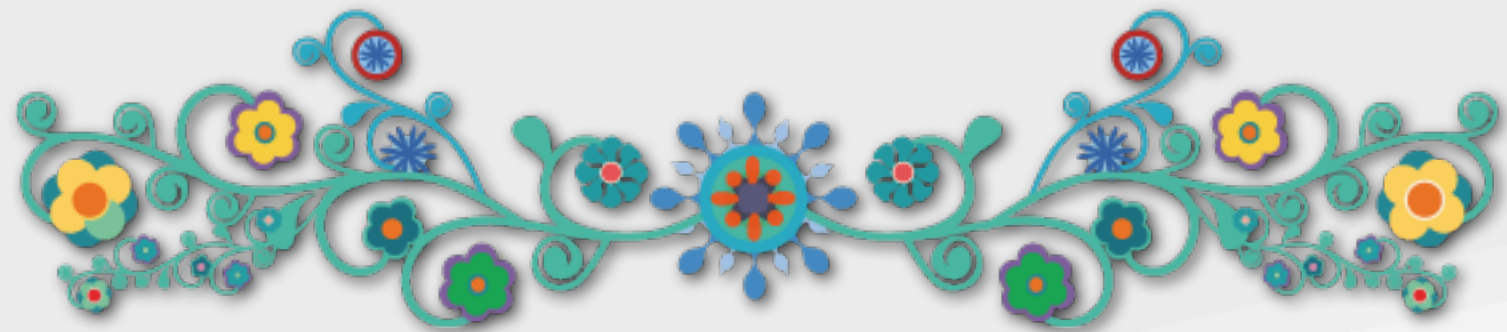
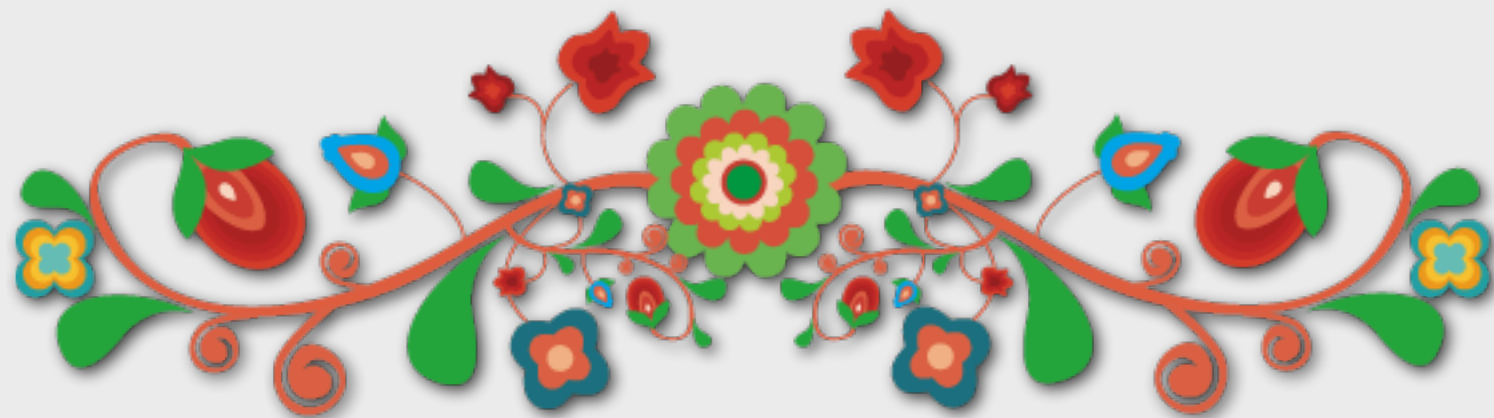
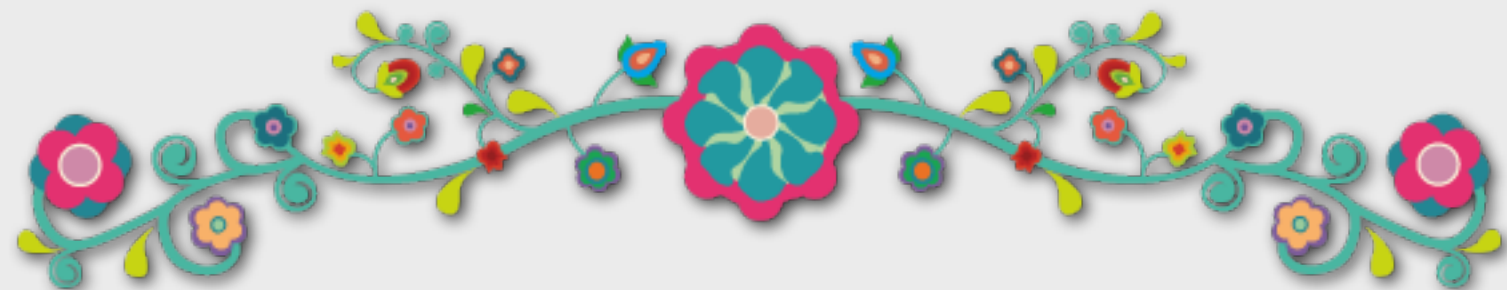
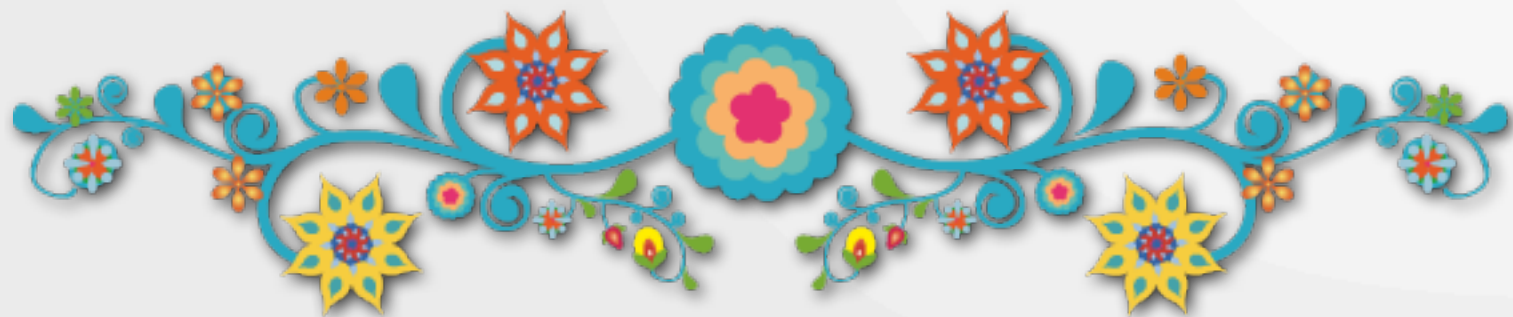


ROOFTOP





borders



panels



Liverpool ★ 1963

U.S. ★ 1964





REVOLVER

WIREFRAMES

deciphering design docs and the beginning of the marriage
between art and design



Soe Lin Post

Instrument and Difficulty Select Changes

Contents

- 1. Instrument and Difficulty Select Changes
 - 1. Overview
 - 2. Dynamic Instrument Text
 - 3. Missing Parts
 - 4. Split Vocal Lines
 - 5. Microphone-to-Pitch Arrow Clarity
 - 1. Headset Microphones
 - 6. Lefty Flip/Lyrical Style Adjustments
 - 7. Song Part Difficulty Display
 - 1. Guitar/Bass Functionality
 - 2. Setlist Behavior
 - 8. Mid-Setlist Functionality

Overview

We're going to incorporate fading in-and-out arrow specific animations to show which microphones are active for vocal harmonies, dynamic text labels are being added to better show the player what instruments their controllers will be playing, adding a "Song Difficulty Display" and functionality allowing players to change their lefty-flip settings on this screen.

Unless otherwise noted, all functionality is the same as in Rock Band 2.

Dynamic Instrument Text

The Guitar Controller slots, when in the Part Select mode, need to possess dynamic text slots.

These slots need to change between the following states:

- * Guitar
- * Bass
- * Guitar as... [Instrument]
- * Bass as... [Instrument]

The [Instrument] field will be filled with whatever instrument players will be using for a particular song in cases where it's not simply a guitar or a bass. Examples include Sitar and Piano, but we'll have a comprehensive list once the songlist for ProjectNine is solidified and audio decides which parts to focus their authoring on.

Which instrument is the focus of the song will have to be tagged by the audio team.

The Guitar as [Instrument] tag always exists in the top slot of the instrument selection slot, and Bass as [Instrument] tag always exists as the bottom option.

Missing Parts

Some songs, such as Blackbird, are missing parts.

We're retaining the same functionality from Rock Band 2; If in a multiplayer session, the players choose a single song with missing parts, those parts need to be grayed out and any buttons or screen elements associated with it inactive and also grayed out.

If in a multiplayer session, the players create or choose a setlist with songs containing missing parts, the screen should function normally, regardless of which song is missing parts. Further setlist functionality for missing parts is laid out in the Mid-Setlist Functionality section of this spec and the ProjectNine/MissingParts spec.

Split Vocal Lines

We have split the vocal options for the player into two separate, selectable parts.

These parts are the composite "Lead" vocal line which is the harmony and lead lines combined into a single line, and the full, "Group" three part lead and Harmony lines.

On the difficulty select screen, players will have option of choosing either:

- * "Lead" which is the composite line, or...
- * "Group" which is all the separate Harmony lines.

Microphone-to-Pitch Arrow Clarity

We're supporting up to three microphones for Vocal Harmonies in Project Nine. This can be a bit confusing with so many microphones kicking around, and we want players to be able to detect which microphone is mapped to which pitch arrow before they actually are in-song.

Since Vocal Harmonies are only present when a Vocalist is in the session, we're going to map this functionality to three icons beneath the Vocalist's difficulty list.

These 3 icons represent the three vocal harmony pitch arrows. When players enter the screen the arrows are at

half opacity. Each microphone that's plugged in is assigned an arrow under the hood.

When a player makes noise into a microphone on this screen while a vocalist is present, the arrow assigned to that Microphone will fade into full opacity, showing which pitch arrow they'll be controlling.

Headset Microphones

Unlike Rock Band 2, we are not supporting the Xbox Headset as an in-game microphone.

The vocal lag and static are too intense for 3 microphones, so the functionality was removed.

Lefty Flip/Lyrical Style Adjustments

We're allowing people to switch either their Lefty/Righty alignment or their Scrolling/Static lyric styles on the Instrument/Difficulty select screen.

This requires a Dynamic text field beneath the instrument icon in each player's Instrument slot.

For drummers/bassists and guitarists, this text should read "RIGHTY" by default. For vocalists, it should read "SCROLLING" by default.

Players can then change this by pressing the "Back" (360) or "Select" (PS3) buttons. This will swap the text to read "LEFTY" for the first three instruments, and "STATIC LYRICS" for vocalists.

When a player does this, the text animates and a sound effect plays to draw the player's attention to what they've just changed.

This option will remain until the session is destroyed (by backing out past the matchmaking screen) or the player changes it back again.

Song Part Difficulty Display

To better let players choose the appropriate individual difficulty for a given song, we're adding the per-part difficulty information to players "Choose Difficulty" slots.

Here is one of See Lin's mock-ups:

<http://filedepot/wikidocs/project9/images/soelinmockup.jpg>

Guitar/Bass Functionality

The "Choose Difficulty" slot for the guitar controllers have two separate parts in the song for the player to choose from, each with their individual difficulty ratings.

As the player flips back and forth between the two options, the "Difficulty Ratings" (the yellow bars) need to change dynamically to reflect either the bass or guitar parts, whichever is highlighted.

This should accurately depict to the player which level of difficulty they're attempting.

Setlist Behavior

When playing a setlist, players can end up playing songs that vary in difficulty from beginner to expert.

Since players have to choose difficulty for an entire set at the beginning, this screen element should display the highest per-instrument difficulty of any song in the set.

This difficulty rating is independent of the set and represents the highest instrument specific difficulty level of any song in the set. This means that the rating for each part could theoretically come from four different songs.

Mid-Setlist Functionality

This functionality is related to the Instrument/Difficulty select screen, but is present on the game's in-setlist Loading Screen.

Unlike in Rock Band 2, the instrument the player is playing can change between songs in a setlist. This means that selecting "Guitar as Keyboard" on the first song is going to accurately reflect what's being played for that first song, but for all others there may not even be a keyboard.

For clarity's sake, a scaled down version of the instrument select screen is going to be displayed during setlist loading screens.

If the game detects that an instrument's part has changed between songs, a window will slide up from the "Loading" panel.

This window should display:

- * The Instrument Icon
- * Player information (Gamertag/Player Number)
- * The new part name
 - o Guitar, Bass, etc...
- * Part difficulty information for the upcoming song.

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Similar functionality is needed for parts that go missing in the middle of a setlist. If players begin a set with a full band, a drummer, bassist, or guitarist might go missing if the next song has no part for them.

The same panel should pop-up, but the player's instrument icon should be darkened.

Instrument and Difficulty Select Changes

Contents

- 1. Instrument and Difficulty Select Changes
 - 1. Overview
 - 2. We're going for vocal harmony controllers, their lefty-righty.
 - 3. Unless other Dynamic 1
 - 4. The Guitar
 - 5. These slot
 - * Guitar
 - * Bass
 - * Guitar
 - * Bass
 - 6. The [Instrument] cases where list once the
 - 7. Which ins
 - 8. The Guitar [Instrument]
 - 9. Missing P
 - 10. Some song
 - 11. We're setting single song with it in
 - 12. If in a multi should fun parts is lai
 - 13. Split Voca
 - 14. We have s
 - 15. These part line, and t
 - 16. On the dif
 - 17. * Lead
 - 18. * Grou

Overview

We're going for vocal harmony controllers, their lefty-righty.

Unless other

Dynamic 1

The Guitar

These slot

- * Guitar
- * Bass
- * Guitar
- * Bass

The [Instrument] cases where list once the

Which ins

The Guitar [Instrument]

Missing P

Some song

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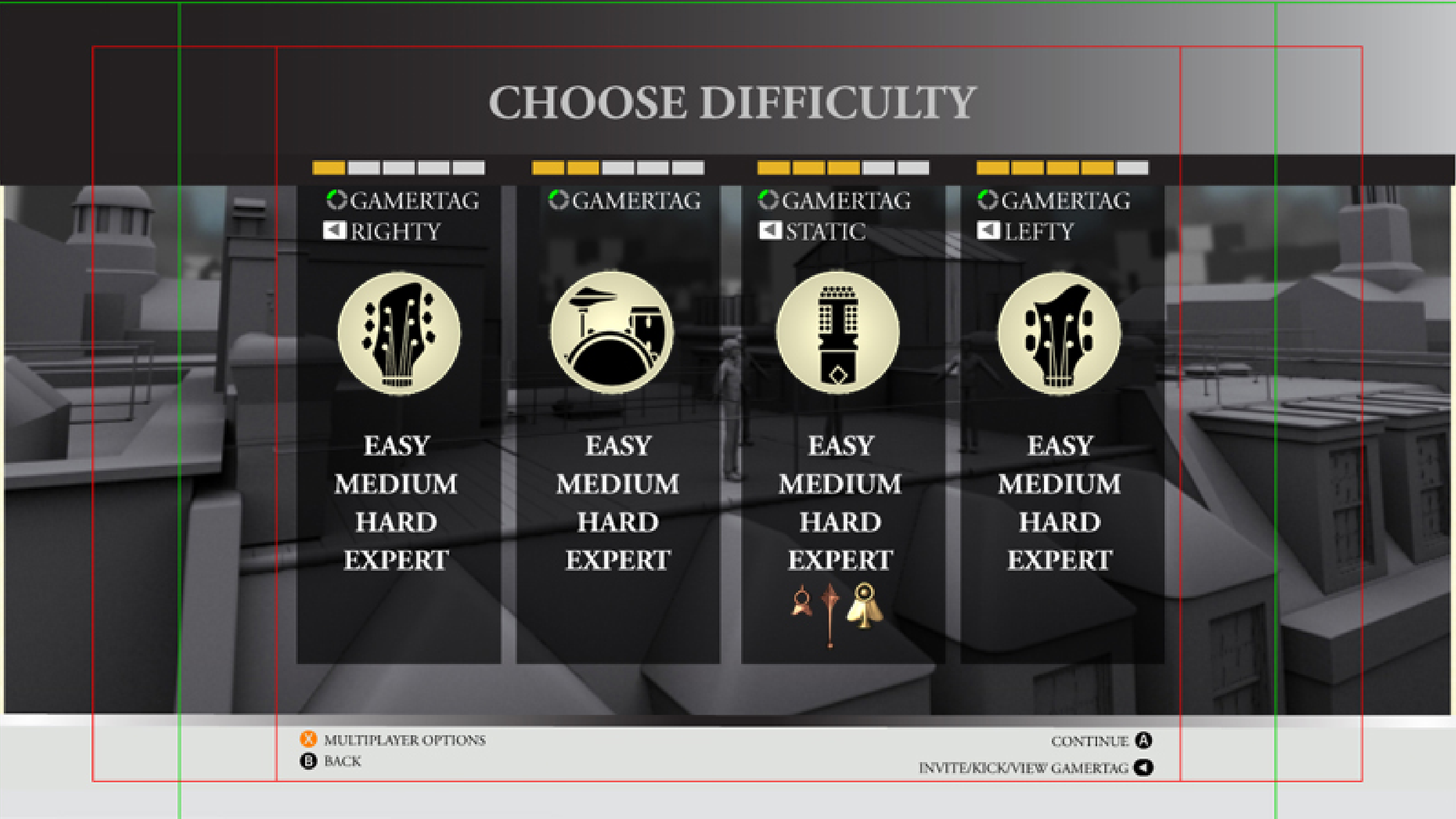
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Join State Screen

JOIN STATE



GAMERTAG
PLAYER 1

JOIN STATE

CONNECT
CONTROLLER

JOIN STATE



GAMERTAG
CAREER SCORE

JOIN STATE



JOIN

 MULTIPLAYER OPTIONS
 BACK

CONTINUE 

Ready State

JOIN STATE



GAMERTAG
PLAYER 1

JOIN STATE

CONNECT
CONTROLLER

JOIN STATE



GAMERTAG
CAREER SCORE

JOIN STATE



JOIN



PRESS START TO CONTINUE

X MULTIPLAYER OPTIONS

B BACK

CONTINUE A

Multiplayer Options

JOIN STATE

JOIN STATE

JOIN STATE

JOIN STATE

INVITE PLAYER
KICK PLAYER
VIEW GAMERCARD

KICK PLAYER

PLAYER 1
PLAYER 2
PLAYER 3

VIEW GAMERCARD

PLAYER 1
PLAYER 2
PLAYER 3

 MULTIPLAYER OPTIONS
 BACK

CONTINUE 

Venue Select

VENUE NAME 01

VENUE NAME 02

VENUE IMAGE

{SELECTED VENUE NAME}

VENUE NAME 04

VENUE NAME 05

 MULTIPLAYER OPTIONS

 BACK

CONTINUE 



Revolver

August 5, 1966

DIFFICULTY

BAND	
Guitar	
Drums	
Vocals	
Bass	

LEADERBOARDS

1.	15_char_WWWWWW	9,999,999
999.	Gamertag2 (ahead of you)	678,888
1000.	Gamertag3 (where u stand)	500,000
1001.	Gamertag4 (behind you)	499,999

SORTING BY: *album*

Revolver (album title)

14 songs

I	TAXMAN	HIGH SCORE
I	ELEANOR RIGBY	HIGH SCORE
I	I'M ONLY SLEEPING	HIGH SCORE
I	LOVING YOU TO	HIGH SCORE
I	HERE, THERE AND EVERYWHERE	HIGH SCORE
I	YELLOW SUBMARINE	HIGH SCORE
I	SHE SAID, SHE SAID	HIGH SCORE
I	GOOD DAY SUNSHINE	HIGH SCORE

Let it Be (album title)

12 songs

I	YOU NEVER GIVE ME YOUR MONEY	HIGH SCORE
---	------------------------------	------------





Rob "Windhammer" Weychert

PANELS

one or more make a screen

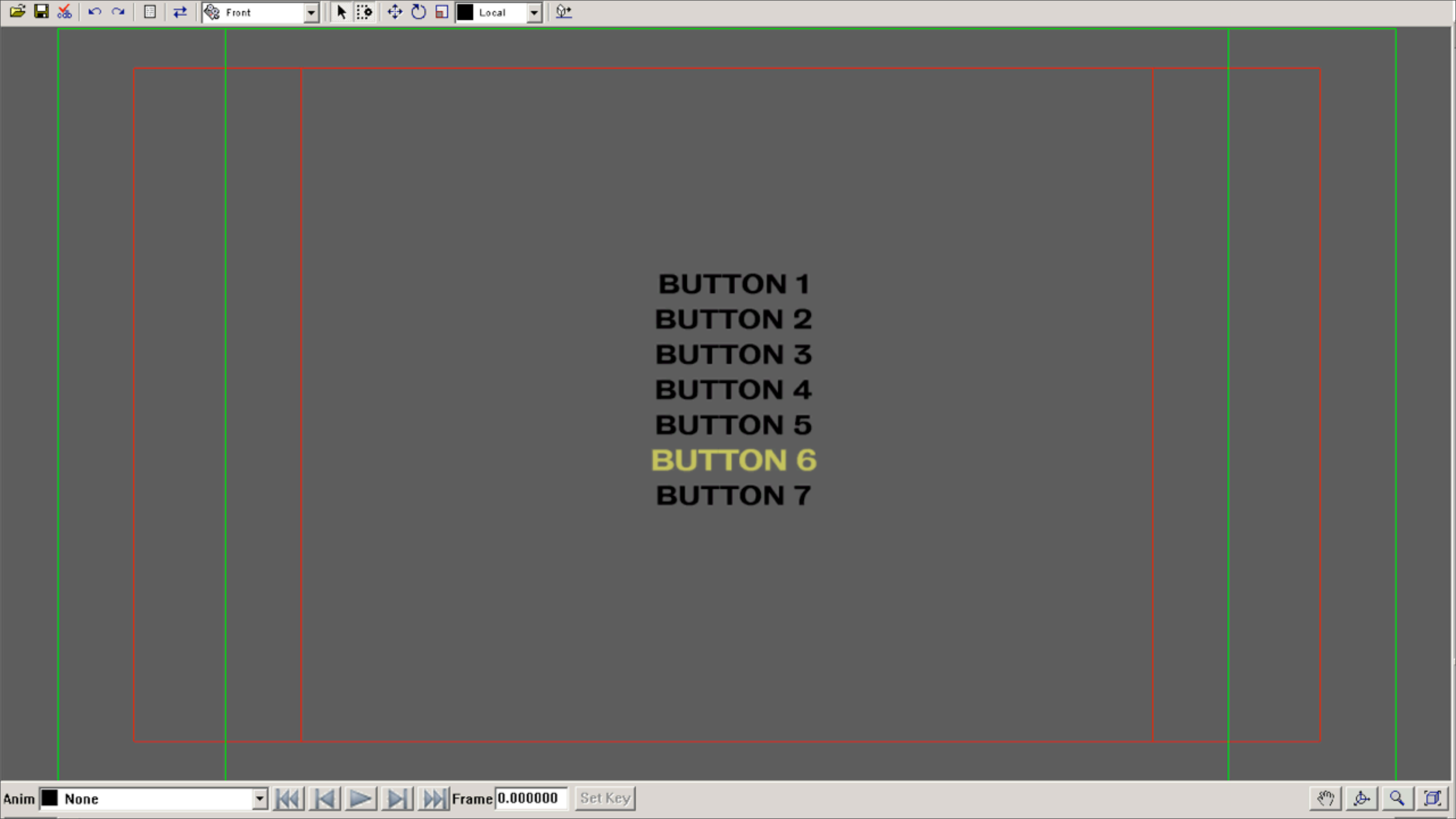
THE BEATLES ROCKBAND



QUICKPLAY
STORY
TRAINING
OPTIONS
EXTRAS
MUSIC STORE

— BACK

SELECT —



BUTTON 1
BUTTON 2
BUTTON 3
BUTTON 4
BUTTON 5
BUTTON 6
BUTTON 7

PRESS START TO CONTINUE



Player1



**CONNECT
CONTROLLER**



**CONNECT
CONTROLLER**



**CONNECT
CONTROLLER**

NO-FAIL MODE: OFF

 **BACK**

 **BACK: TURN NO-FAIL MODE ON**

CHOOSE INSTRUMENT

GUITAR
Test Bass



GUITAR
Test Bass



GUITAR
Test Bass



GUITAR
Test Bass



CONNECT
READY BATTLE

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY BATTLE

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY BATTLE

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

CONNECT
READY BATTLE

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

hmxusername03

PLEASE WAIT...

CHOOSE INSTRUMENT

GUITAR
BASS



CONNECT
READY BATTLE

1000000
hmxusername03
hmxusername03
hmxusername03
hmxusername03
hmxusername03
hmxusername03
hmxusername03





Hello Goodbye

MAGICAL MYSTERY TOUR

DIFFICULTY



◀ **SORTING: BY DIFFICULTY: BEGINNER**

[Mystery Song]

[Make A Setlist]

BEGINNER

(5 SONGS)

- 🎵 Hello Goodbye
- 🎵 Getting Better
- 🎵 Lucy In The Sky With Diamonds
- 🎵 Within You Without You / Tomorrow Never...
- 🎵 Yellow Submarine

APPRENTICE

(6 SONGS)

— SHOW BASS SCORES

— BACK

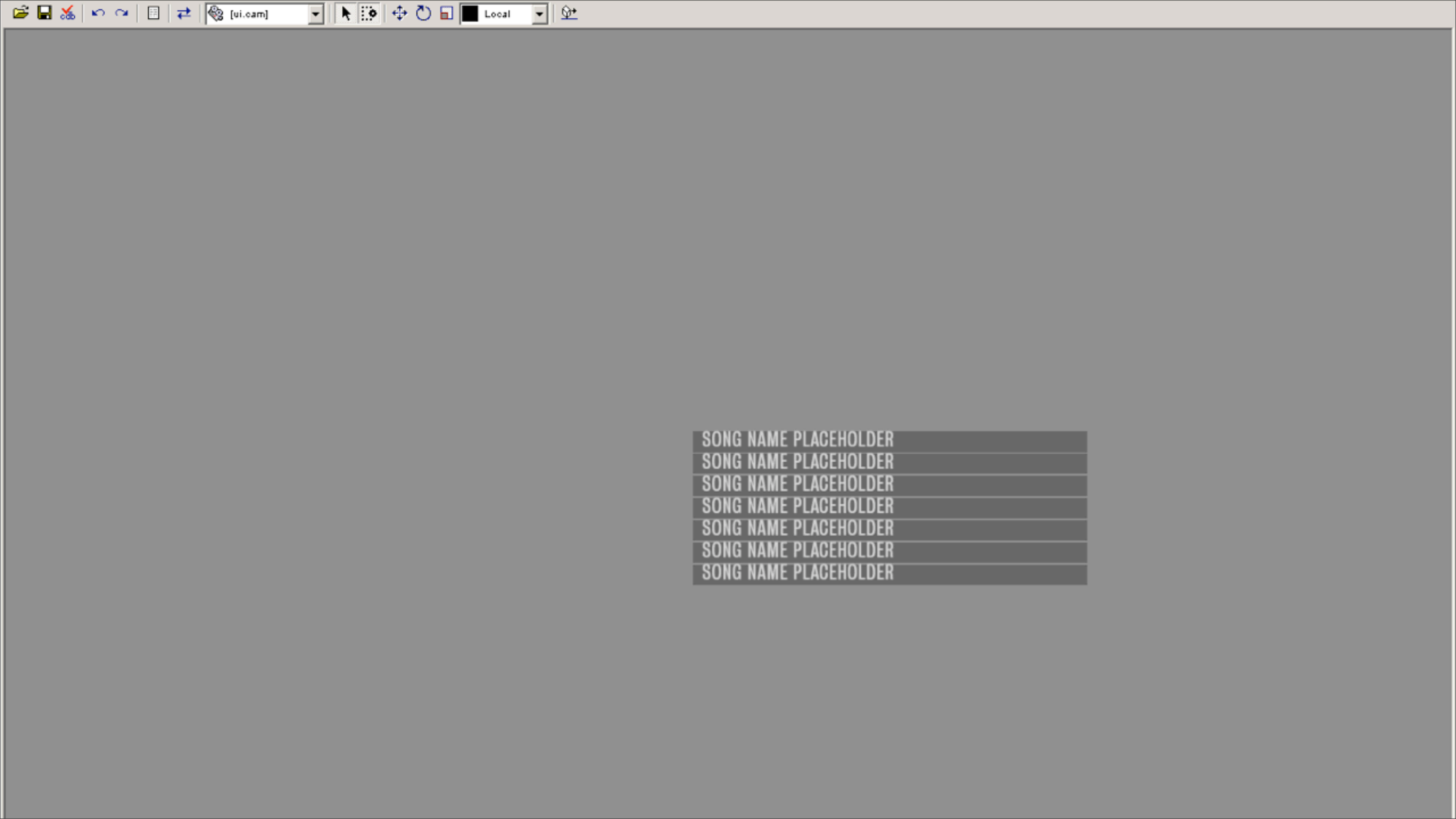
◀ CHANGE SORTING

NEXT CATEGORY —

CHOOSE SONG —

[illegible]

SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER
SONG NAME PLACEHOLDER



SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER

SONG NAME PLACEHOLDER



DRUM PART

HARMONIES LEADERBOARD – FRIENDS

9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999

9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999
9,999,999 WWWWWW E 99,999,999

◀ SORTING: BY DIFFICULTY

[illegible]

  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$
  %1/%1	 M	999,999,999\$

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

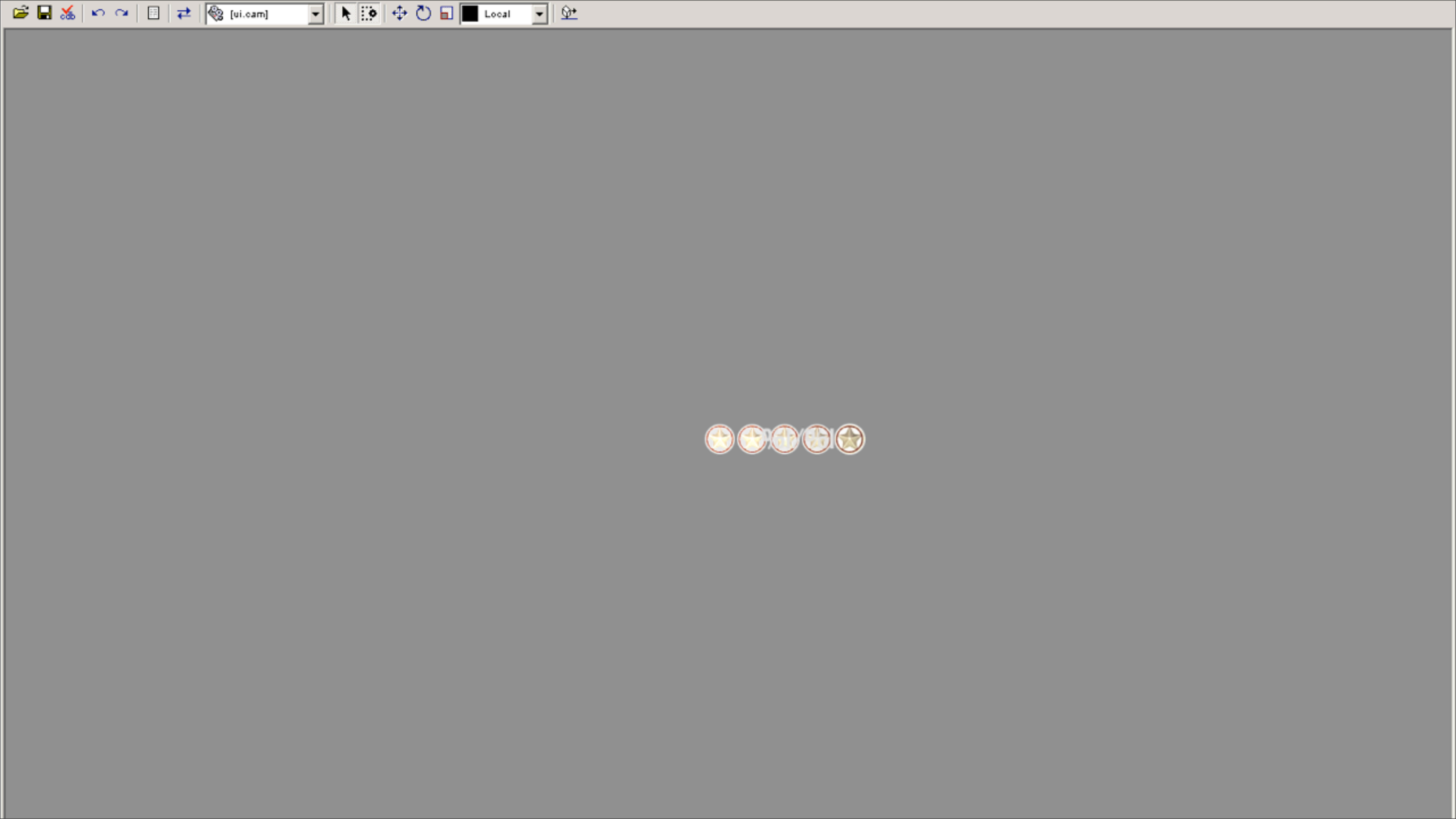
★★★★%I/%I★ M 999,999,999

ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999

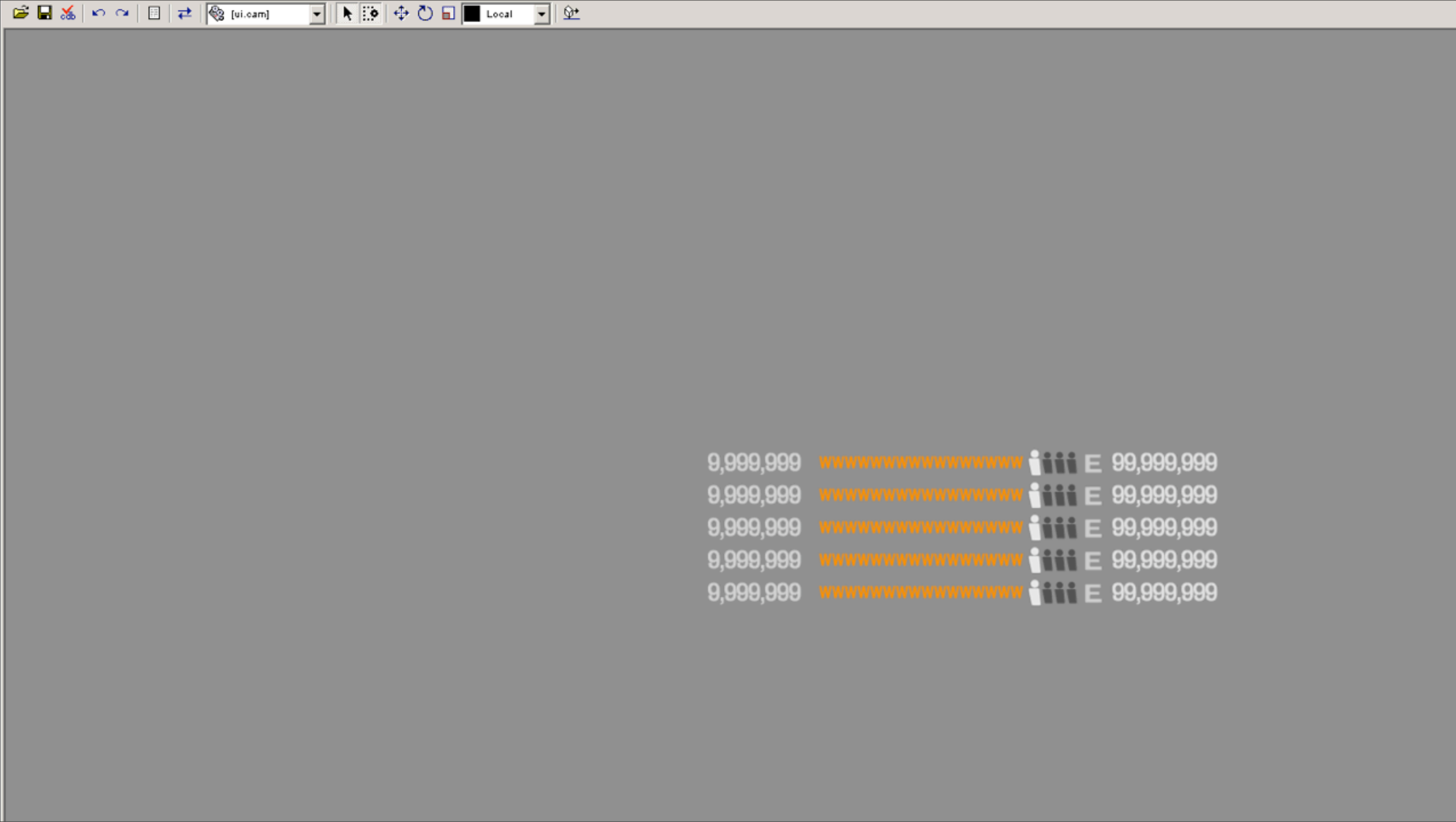
ALBUM We Just Seen A Face

★★★★%I/%I★ M 999,999,999



HARMONIES LEADERBOARD – FRIENDS

9,999,999	WWWWWWWWWWWWWWWWWW					E	99,999,999
9,999,999	WWWWWWWWWWWWWWWWWW					E	99,999,999
9,999,999	WWWWWWWWWWWWWWWWWW					E	99,999,999
9,999,999	WWWWWWWWWWWWWWWWWW					E	99,999,999
9,999,999	WWWWWWWWWWWWWWWWWW					E	99,999,999



The Cavern '63

CHAPTER 1

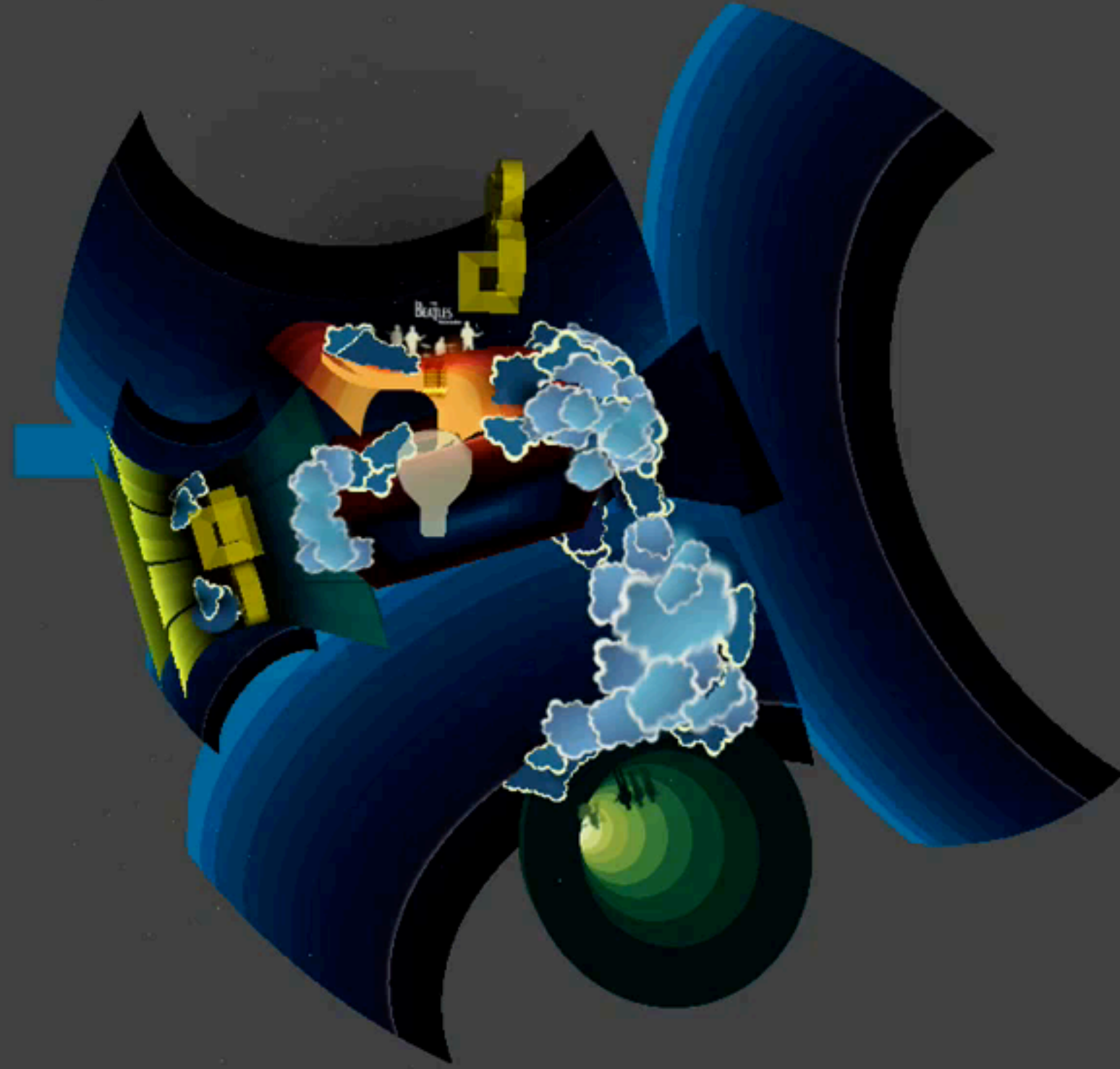


Songs Completed 0 / 4
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 BACK

SELECT CHAPTER 





PRESS START

CONCULUS ION



THE DIVINITY OF DESIGN IS
ALWAYS TRUMPED BY THE
PROCESS OF PRACTICAL
EXECUTION.

QUESTIONS

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