

## The MIR project

### Customer

The customer is an Austrian company producing sound processing software solutions.

### Aim

Our company was chosen as a partner to design the MIR project. The subject of the project is specific and highly tailored, so it is recommended to visit section «MIR Project» on the related site [www.vsl.co.at](http://www.vsl.co.at) for a more clear understanding of the project purpose. In general, the task was to visually place musical instruments on a virtual scene, and to change the parameters of their sounding in the real time mode, and according to stipulated behavior parameters. The basic tasks of our company were the following:

- Development of graphic interface.
- Development of modules for communication between the core and the graphic interface.
- Development of VST-modules.
- Development of application of VST-host type.

### Solution

It was decided to use OpenGL for the graphic interface realization. The package QT from Trolltech was used for writing a cross-platform, Mac compatible code.

### Basic Functions

- Reception and processing of data from the core of the system.
- Forming of the output data for the core of the system .
- Adding of new instruments to the scene and removing them.
- Virtual musical instruments parameters control.
- Control of the general parameters of the scene.

### Technologies

VisualStudio 2005, C++, OpenGL, QT, Windows, Mac OS

### Product Title

MIR Project

### Project Capacity

20 man-months