

# Software Plugin

## UX/UI CASE STUDY

Roi Azulay 2017

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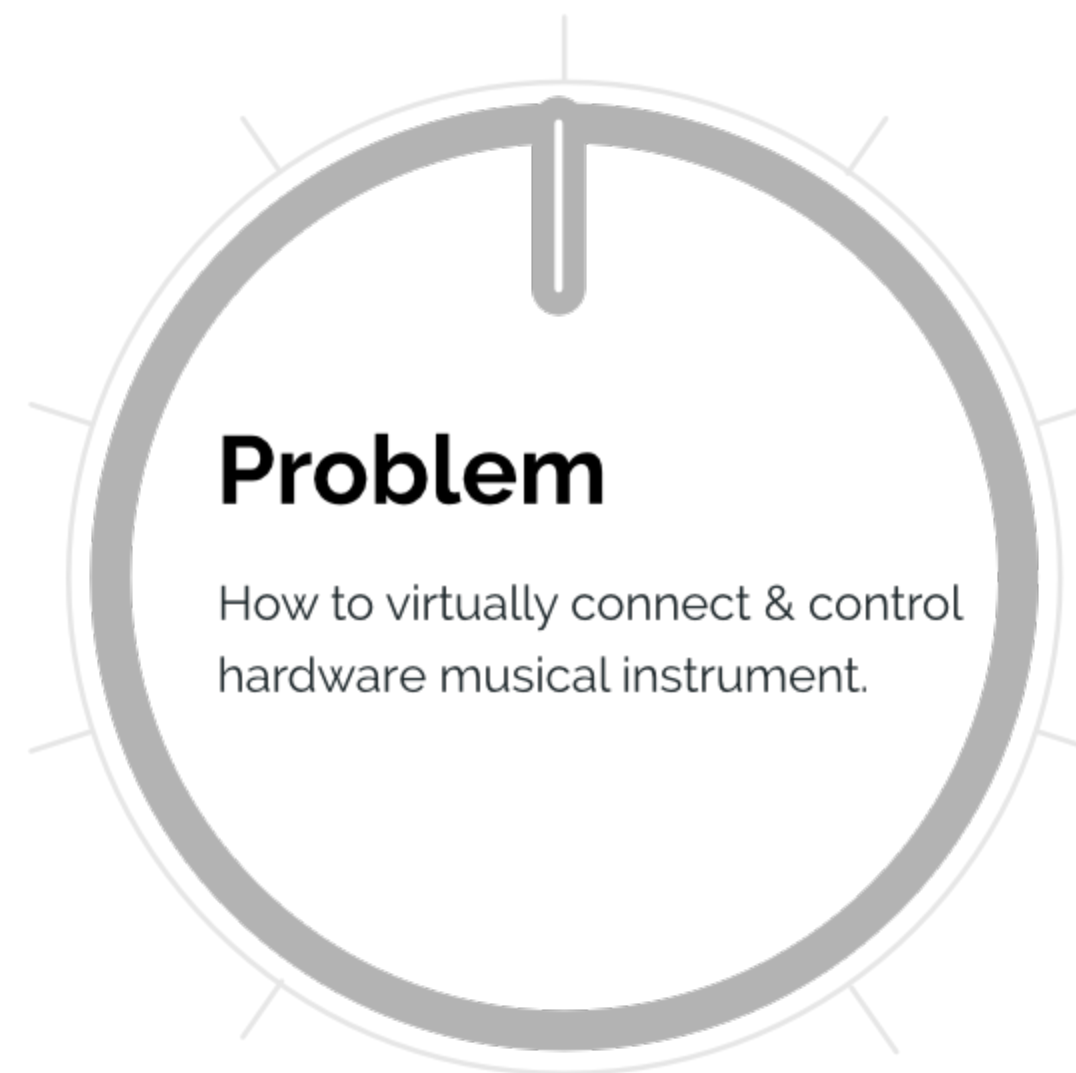
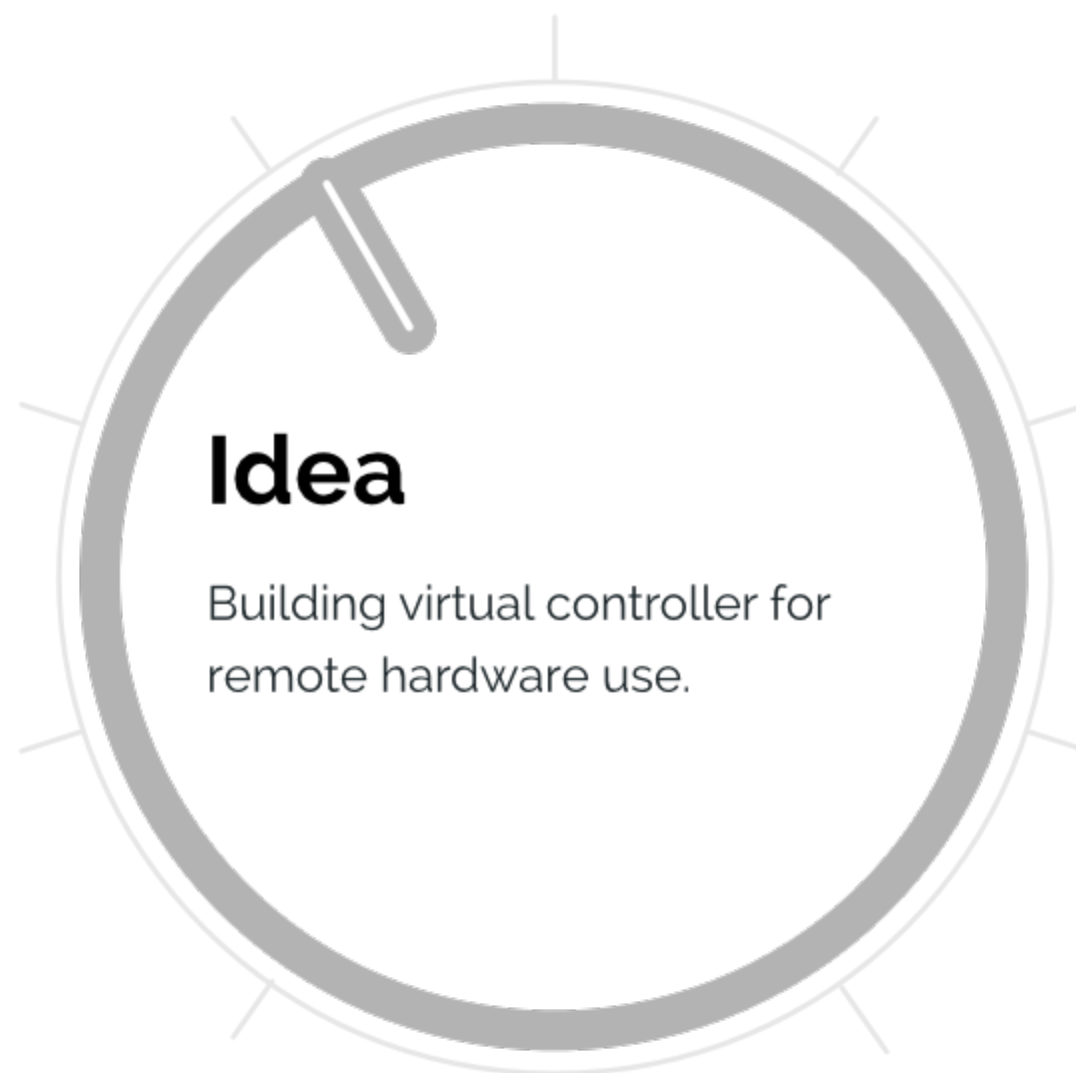
## Virtual Midi Controller (VST)

Virtual midi controller is a special program that allows you to control external hardware synthesizer from DAW/Computer application. I needed a solution that worked with the Access Virus synthesizer and my goal was to design a user friendly UI that would provide access to all synth parameters and controllers.



## Audience

Music producer/Hobbies



## John Doe



**Age** 17 - 55

**Level** Pro/Hobbies

### About

Music producer has many roles from selecting sounds/loops sets or creating new sounds, composing musical ideas and arrangements, mixing and mastering into complete track.

### Goals

- Remotely control hardware synth with single application
- Save new sounds/build sound libraries
- Having access to all synth parameters

### Frustrations

- Limitation of having access to all synth parameters
- Diving into hidden menus items for additional configuration

## Research

Reviewing similar products reveal that only one or two products were developed to support this specific hardware and didn't fit the needs. Some were too complicated to use requiring additional set of tools to be installed, others were not very user friendly or supported the technology used.



## Discovery

Overall I had the general idea of what to expect when looking into similar products but during the research stage I discovered that there were greater needs for supporting music production and I started to capture some new ideas and requirements.

## Requirements

### Must have

- User interface that logically structured as the hardware synth
- Ability to control all parameters and controllers (if available for use)
- Have ability to save and load banks & patches
- Used as virtual instrument plugin (VST)
- Use as standalone application

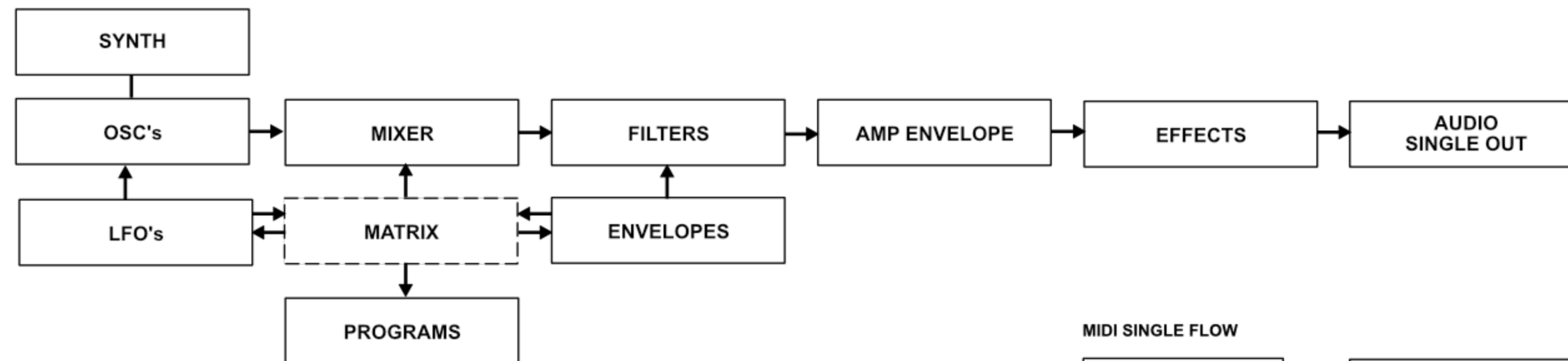
### Nice to have

- Additional X/Y controller pad
- Visualization of the Amplifier and Filters envelopes
- Visualization of wave tables
- Customized controllers
- Virtual Keyboards

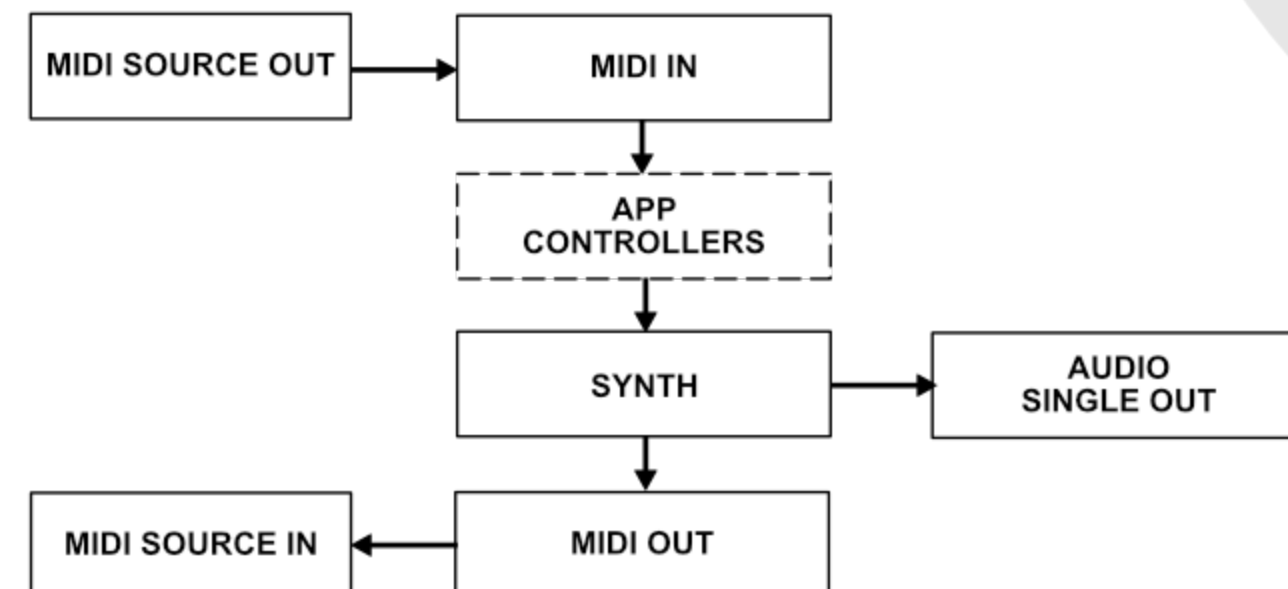
## Single Flows

To better understand the process and provide technical and user friendly interface solution, the "hardware synth" single flow and architecture needed to be visualized. It is necessary to study the hardware single flow because the synth has a lot of in-depth menu, controllers and parameters that needed to be captured and to be considered when building out the low fidelity wireframes.

### SYNTH SINGLE FLOW

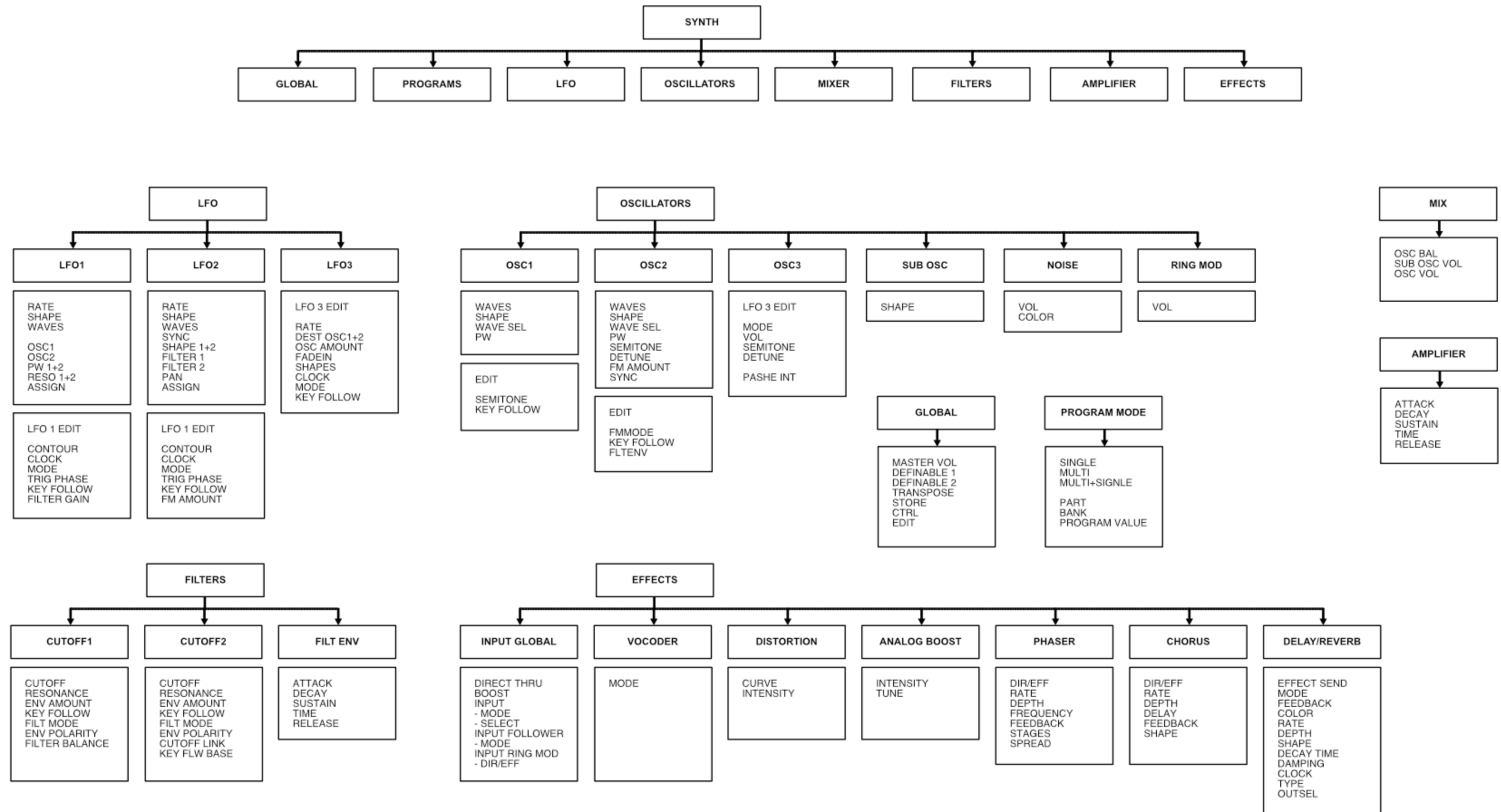


### MIDI SINGLE FLOW





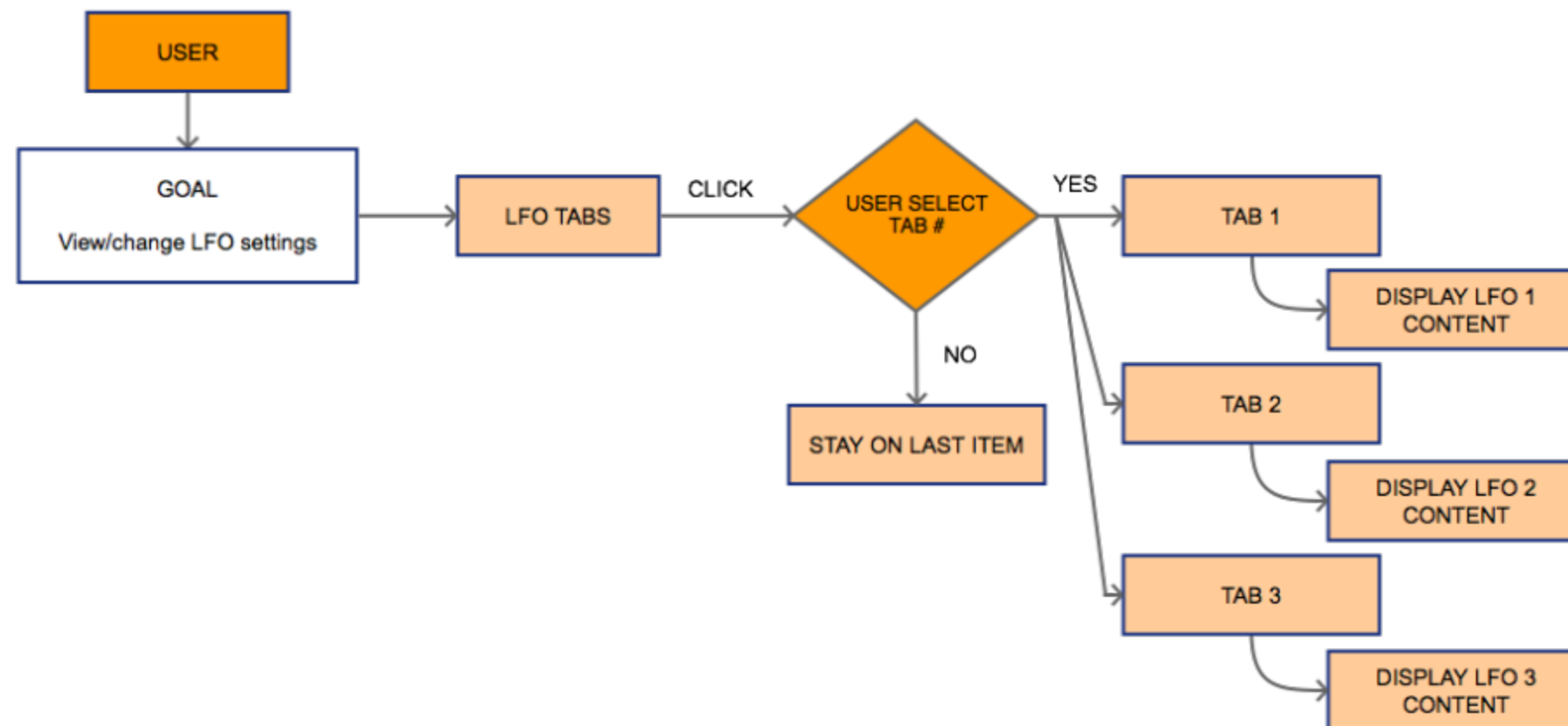
# Information Architecture



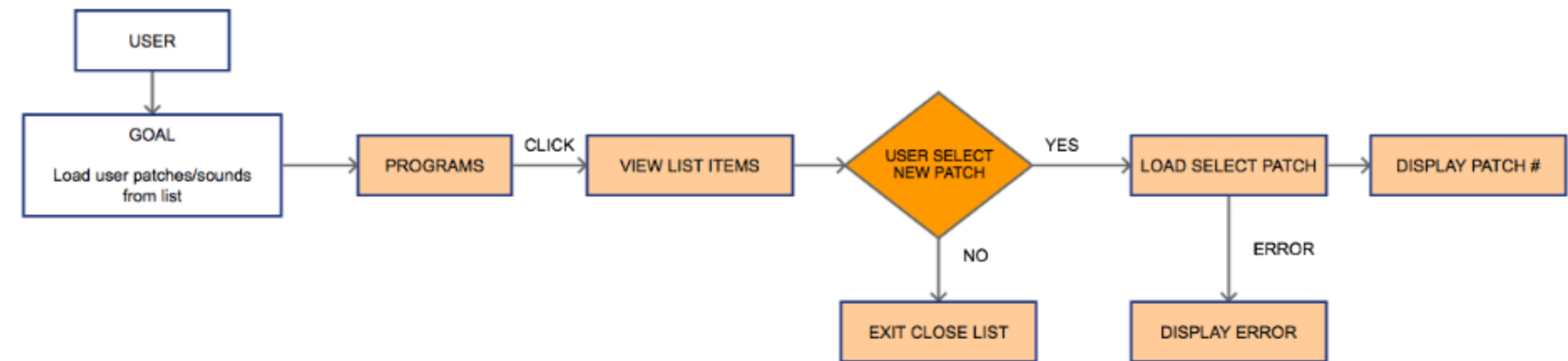
# User Journey

To help with the process I created some user stories which helped to define the user experience before moving into design or building a prototype. It also helped to find any type of errors and results in simplifying each process and improving overall user interaction.

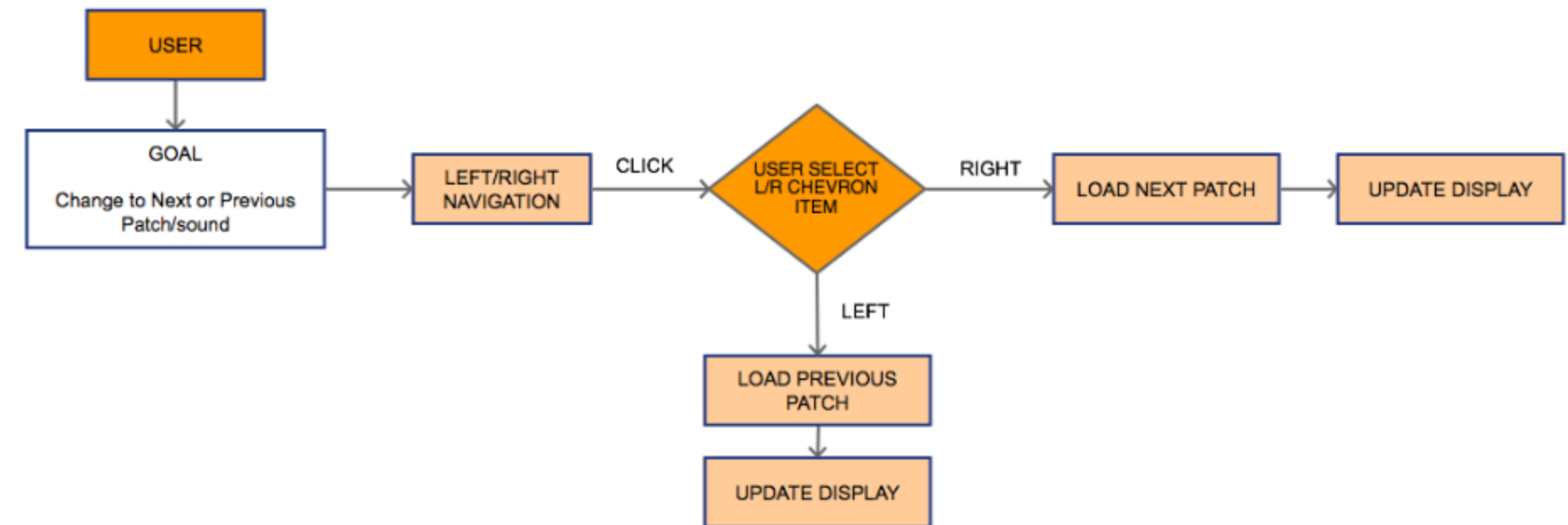
## VIEW LFO TABS CONTENT



## VIEW LIST PATCH/SOUND ITEMS



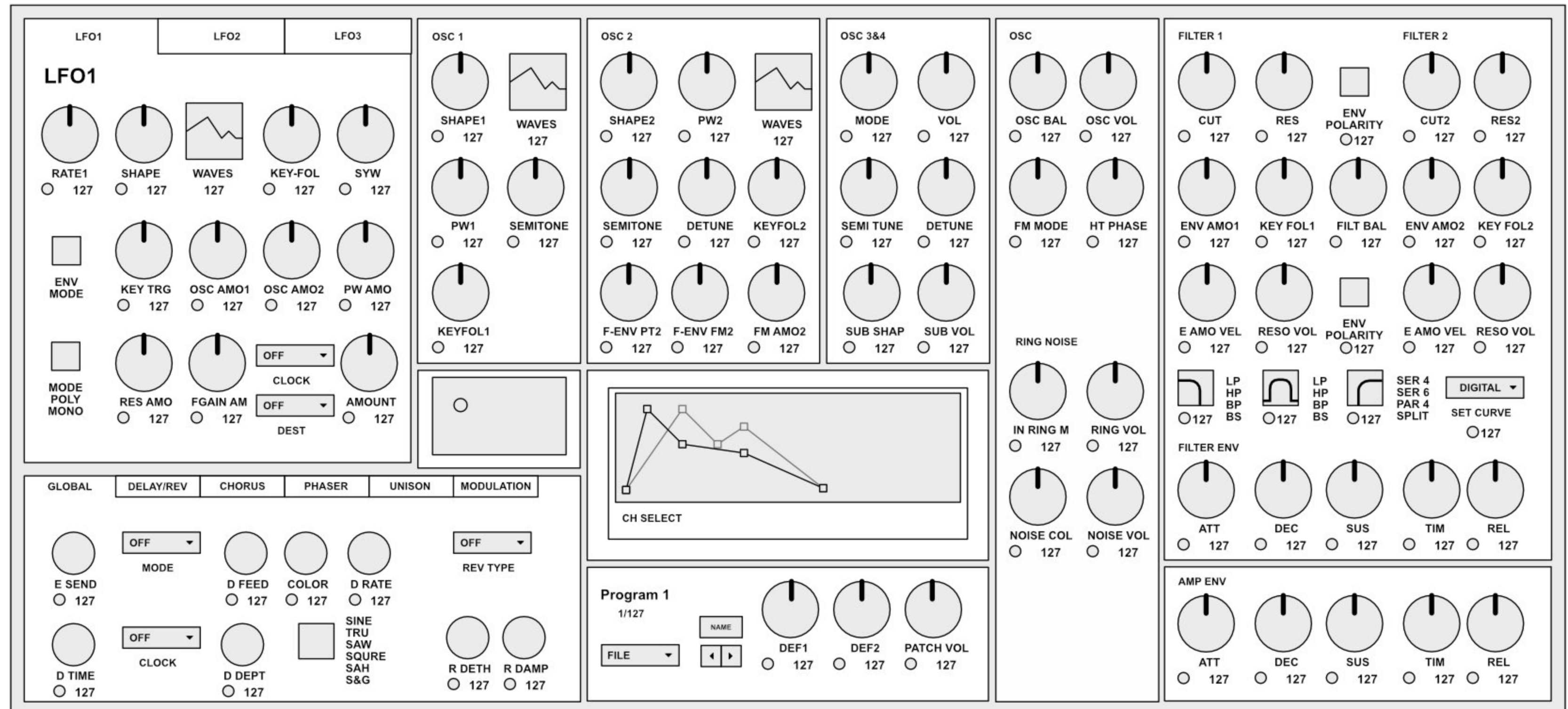
## CHANGE PATCH/SOUND ITEM





# Wireframes

At this stage creating low/high fidelity wireframes will help to deal with any type of design or user interaction issues. It will also help to try new ideas and different approaches to components before spending time on the design or prototype build.



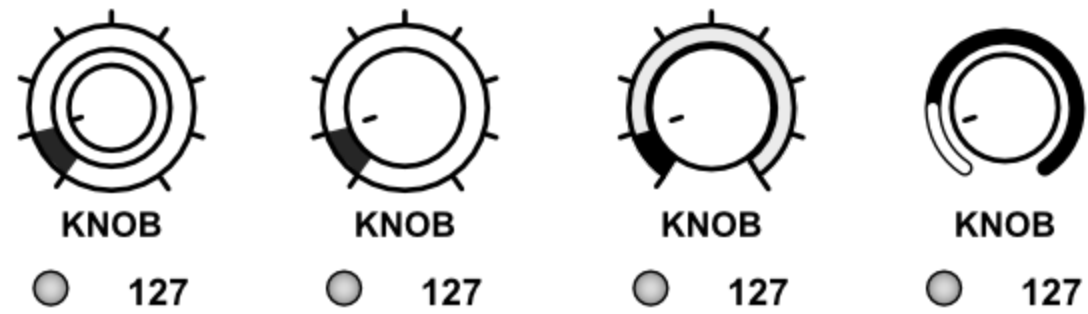
# Interface Elements & Branding

User Interface interactive elements that will be used to support the front end user interface, interactions and overall functionality.

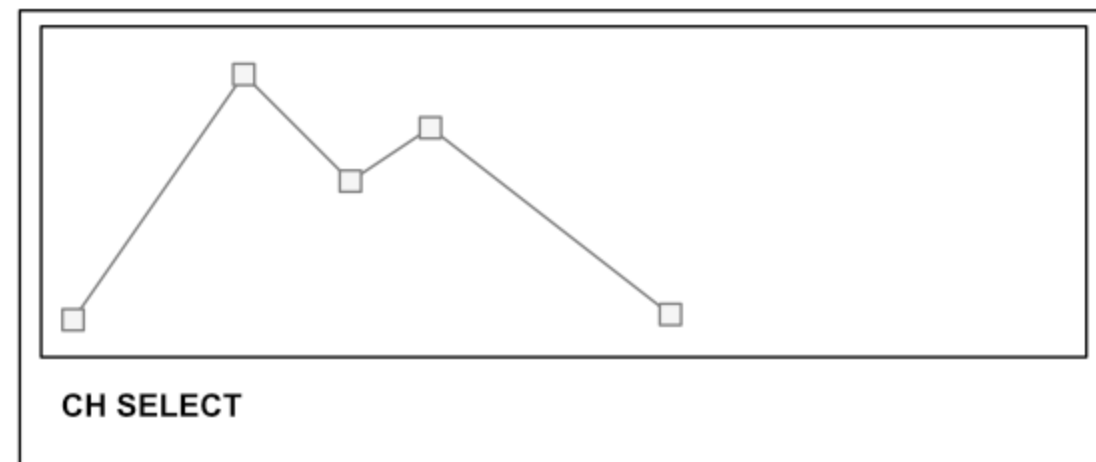
## Font Arial



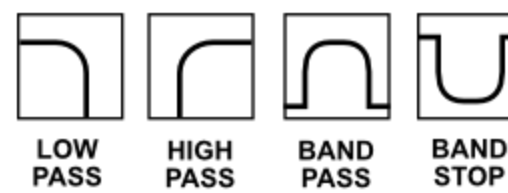
### CONTROLLERS OPTIONS



### ENVELOPES/DISPLAY



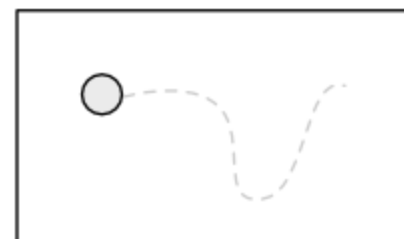
### FILTERS TYPES



### WAVES TYPES



### X/Y PAD CONTROLLER



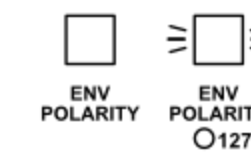
### Drop-down lists



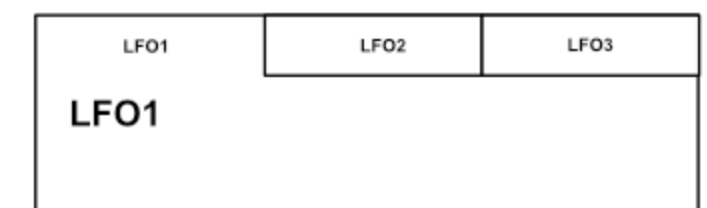
### Navigation Controllers



### Toggle Button

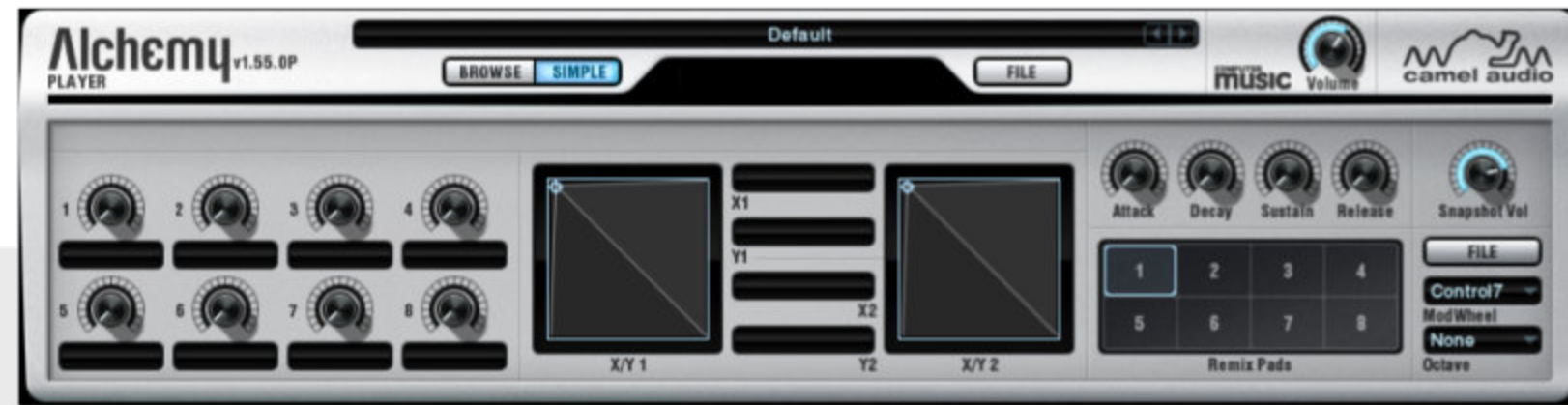


### Tabbed Navigation





# Design Patterns & Trends





## Design

After exploring various virtual instruments plugins (VST) I decided that I wanted to keep the look of the real hardware visual element.

I used red color to represent the actual synthesizer. My intention was to keep it similar to traditional synth controllers but also to make it more user friendly. For example, by making all 3 Oscillators and some controllers accessible from the front end while you would have to dive in to menus. The synth has lots of different kinds of "Wave Tables" which are not displayed visually when using the synth. I solved it by including small icons on the plugin. Also using tabs groups for effects allows support smaller displays and helped to use "single click" to access a lot of other different effects.

## Prototype





# THANK YOU

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