



# Augmented Music

S T U  
F I T

## Goals

- Increase income of music records
- Personalize music
- Revolutionize music players using augmented reality

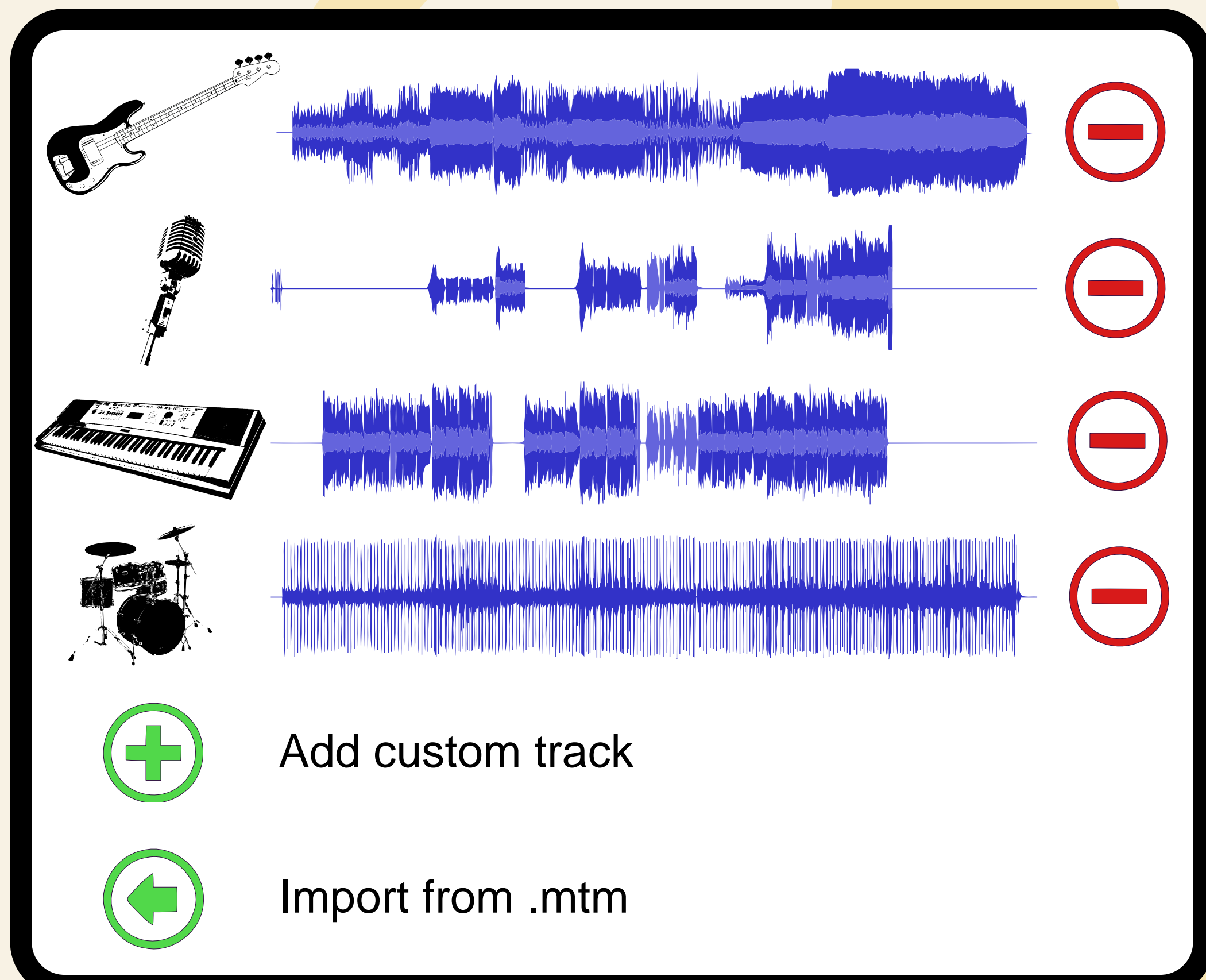


## Business model

- Our business model has potential because:**
- it creates no additional expenses for music companies but enables further benefits for users
  - traditional players are compatible with our .mtm file format but without our extensions
  - user can enjoy his music in a creative way and make own compilations
  - your mixes can be shared



## .mtm file scheme variability



Augmented reality, experimental GUI

## Visualization

## Mix tracks

**A – Player is better than desktop players because:**

- augmented reality gives real world feeling
- our control is intuitive to use
- is innovative in discovering music



Change tempo

Set Volume

Recording

