PROVISIONAL APPLICATION FOR PATENT COVER SHEET

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 CFR 1.53(c).

INVENTOR(S)

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TITLE OF THE INVENTION (500 characters max):

A novel method for real-time remapping of Musical Instrument Digital Interface (MIDI) messages to facilitate symmetrically-inverted playing on a digital piano keyboard

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ENCLOSED APPLICATION PARTS (check all that apply)

___ Application Data Sheet. See 37 CFR 1.76___ CD(s), Number of CDs _____

_X__Drawing(s) Number of Sheets _7_____ ___ Other (specify): _____

_X__ Specification (e.g. description of the invention) Number of Pages _4_____

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PROVISIONAL APPLICATION COVER SHEET

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SIGNATURE _____ Date March 24, 2019

TYPED or PRINTED NAME Benjamin Errol Pritchard REGISTRATION NO. _____
(if applicable)

TELEPHONE 330-603-7387 Docket Number: _____

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PROVISIONAL PATENT APPLICATION

Invention Type

This invention is an invention of the following type(s):
* Software
* Method or Process

Invention Title

The title of the invention is: **A novel method for real-time remapping of Musical Instrument Digital Interface (MIDI) messages to facilitate symmetrically-inverted playing on a digital piano keyboard**

Background

https://www.kundalinisoftware.com/kundalini-piano-mirror/

Invention Summary

This method remaps MIDI messages such that symmetrically inverted keyboard playing creates aesthetically pleasing musical outcomes.

Specifically, three remapping modes are described, referred to as "**Left Hand Ascending Mode**", "**Right Hand Descending Mode**", and "**Mirror Image Mode**", all three of which are implemented in the software program described in this document.

These modes are described in more detail below.

Invention Description

The method for remapping MIDI messages described in this provisional patent application facilitates producing aesthetically-pleasing musical outcomes while playing a digital piano using symmetrically inverted playing in either one or both hands.

Figure 1 provides an illustration of the symmetry of a piano keyboard about middle D.

Historically, concert pianists have practiced passages originally intended for one hand in the opposite hand in symmetrical inversion: each original note becomes its mirror image in the other hand, as illustrated in **Figure 2**.

However, on a piano with standard tuning, this inversion -- while very beneficial to development of equal dexterity in both hands -- produces pitches which are non-harmonic.

With the advent of digital pianos, it is possible to more readily manipulate which pitches are produced from which physical piano keys, and thus produce more aesthetically-pleasing musical outcomes when symmetrical inversion is used.

Normally, the pitch produced by the synthesizer inside a digital piano corresponds in pitch to that which would be produced by an acoustic piano using standard (equal temperament) tuning.

However, this type of arrangement is not the only thing that is possible.

An interesting feature of digital pianos is that they often feature a "local off" mode. In this mode of operation, no sound at all is produced via the keyboard's internal synthesizer when a key is pressed. However, digital (MIDI) messages are still sent via the standard MIDI-out port to a connected device, per normal.

Additionally, even while in local off mode, the digital piano will still produce sounds using its internal synthesizer for any incoming MIDI messages.

The methods for remapping MIDI messages described herein are implemented in the form of computer programs for the Android and Microsoft Windows platform.

The software is designed to listen to incoming MIDI messages produced by a connected digital piano, remap them, and to finally send the resultant remapped MIDI messages back to the digital piano for production of sound.

Specifically, three remapping modes exist, which are referred to as "**Left Hand Ascending Mode**", "**Right Hand Descending Mode**", and "**Mirror Image Mode.**" All three modes are implemented in the software program described in this document; these modes will be described in more detail below.

Figure 3 shows a musical example using a form of notation called symmetrically-inverted notation. In this notational form, one clef (the left-hand part in this particular example) is written in standard notation; this clef specifies which pitches will be produced by playing this passage. Additionally, the other clef (the right-hand part in this particular example) shows the symmetrically inverted form, which is to be played by the other hand.

By utilizing the methods described, passages inverted in one or both hands will result in pitches being produced per the (non-symmetrically-inverted) original passage.

Specifically, these methods makes it possible to either mirror left-handed passages into the right hand, mirror right-handed passages into the left hand, or to completely reverse the keyboard such that the left hand plays the original right-hand part in mirror image, while the left hand simultaneously plays the original right-hand part in mirror image.

As mentioned, these three remapping types are referred to as "**Left Hand Ascending Mode**", "**Right Hand Descending Mode**", and "**Mirror Image Mode**".

Left Hand Descending Mode is designed to practice right hand passages using the left hand, while simultaneously playing the original right hand part with the right hand, such that the right hand guides the left hand naturally.

Normally, when we play a standard piano, as our left hand moves further down (to the left) on the piano, we hear lower notes. Left Hand Descending Mode, on the other hand, changes this behavior. This mode splits the piano into two halves, separated at what is called the keyboard split point.

Any note above (to the right of) the split point is not changed. Any note below (to the left of) the split point is remapped to correspond to the note an equal interval distance above (to the right of) middle d.

Figure 4 shows an example of using Left Hand Ascending Mode to practice an original right handed passage using the left hand.

Right Hand Descending Mode is similar to Left Hand Ascending Mode, but is the inverse.

Right Hand Descending Mode is designed to practice left hand passages using the right hand, while simultaneously playing the original left hand part *with* the left hand, such that the left hand guides the right hand naturally.

Normally, when we play a standard piano, as our right hand moves further up (to the right) on the piano, we hear higher notes. **Right Hand Descending Mode**, on the other hand, changes this behavior. This mode also splits the piano into two halves, again separated at what is called the **keyboard split point,** and which again always defaults to middle D.

Any note **below** (to the left of) the split point is not changed. Any note above (to the right of) the split point is remapped to correspond to the note an equal interval distance below (to the left of) the split point.

Figure 5 shows an example of using Right Hand Descending Mode to practice an original left handed passage using the right hand.

Finally, **Mirror Image Mode** is designed create what could be called a left-handed piano. In this mode, the entire keyboard is inverted, such that low notes start on the extreme right, and become higher all the way to the extreme left.

In this configuration, it is possible to play the mirror image of the original right-hand part with the left hand, while simultaneously playing the mirror image of the original left-hand part with the right hand.

Figure 6 shows an excerpt from a passage from Mozart's Rondo for Piano and Orchestra in D major, K. 382, while **Figure 7** shows it notated with both clefs in symmetrical notation – the complete mirror image of what Mozart originally wrote.

This passage illustrates the utility of Mirror Image Mode to practice the passage completely symmetrically inverted – playing the original left hand part with the right hand in mirror image, while simultaneously playing the original right hand part with the left hand in mirror image.

Using the method of remapping outlined in this document, all three modes produce aesthetically pleasing outcomes – identical to the way a standard piano would sound when playing the piece as originally written.

Other Uses or Applications for This Invention

In addition to being of use to only pianists, the remapping approach described can be useful to anyone interested in utilizing a digital keyboard to work towards ambidexterity, development of the non-dominant hemisphere of their brain, and increased inter-hemispheric coordination.

Figure: 1

A piano keyboard is symmetrical about Middle D

Original Note:	Becomes when symmetrically inverted:
D	D
C#	D#
C	E
B	F
A#	F#
A	G
G#	G#
G	A
F#	B ♭
F	B
E	C
D#	C#

Figure: 2

The table showing the correspondences for each semitone

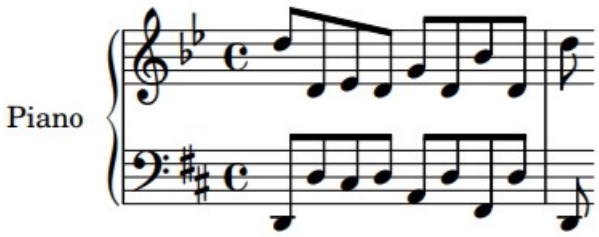

Figure: 3

Example of Symmetrically-Inverted Notation

Figure: 4
Example of Left Hand Ascending Mode

Figure: 5
Example of Right Hand Descending Mode

Figure: 6
Mozart Rondo for Piano and Orchestra in D major, K. 382

Figure: 7
Mozart Rondo for Piano and Orchestra in D major, K. 382 (symmetrical inversion)