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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8905
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Soggetti	Information storage and retrieval Music Multimedia information systems Application software User interfaces (Computer systems) Special purpose computers Information Storage and Retrieval Multimedia Information Systems Computer Appl. in Arts and Humanities User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems
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Nota di contenuto	Augmented Musical Instruments and Gesture Recognition -- Investigation of the Harpist/Harp Interaction -- Sonically Augmented Artifacts: Design Methodology Through Participatory Workshops -- Vibrotactile Feedback for an Open Air Music Controller -- Automatic Classification of Guitar Playing Modes -- Extracting Commands From Gestures: Gesture Spotting and Recognition for Real-time Music Performance -- Music and Emotions: Representation, Recognition, and Audience/Performers Studies -- Making Explicit the Formalism Underlying Evaluation in Music Information Retrieval Research: A Look

at the MIREX Automatic Mood Classification Task -- On the Perception of Affect in the Singing Voice: a Study of Acoustic Cues -- Novel Methods in Facilitating Audience and Performer Interaction using the Mood Conductor Framework -- The Art of Sonification -- Making Data Sing: Embodied Approaches to Sonification -- Seismic Sound Lab: Sights, Sounds and Perception of the Earth as an Acoustic Space -- Music with Unconventional Computing: A System for Physarum Polycephalum Sound Synthesis -- When Auditory Cues Shape Human Sensorimotor Performance -- Intensity Shaping in Sustained Notes Encodes Metrical Cues for Synchronization in Ensemble Performance -- Moving with Beats and Loops: the Structure of Auditory Events and Sensorimotor Timing -- Learning Movement Kinematics with a Targeted Sound -- Audio-motor Synchronization: the Effect of Mapping Between -- Kinematics and Acoustic Cues on Geometric Motor Features -- Movement Sonification for the Diagnosis and the Rehabilitation of Graphomotor Disorders -- Music and Sound Data Mining -- MidiFind: Fast and Effective Similarity Searching in Large MIDI Databases -- Finding Repeated Patterns in Music: State of Knowledge, Challenges, Perspectives -- Fragmentations with Pitch, Rhythm and Parallelism Constraints for Variation Matching -- Predicting Agreement and Disagreement in the Perception of Tempo -- Interactive Sound Synthesis -- Music: Ars Bene Movandi -- A Virtual Reality Platform for Musical Creation: GENESIS-RT -- Interactive Sound Texture Synthesis through Semi-Automatic User Annotations -- Intonaspacio: A Digital Musical Instrument for Exploring Site-Specificities in Sound -- Non-stationarity, Dynamics and Mathematical Modeling -- The Large Time-Frequency Analysis Toolbox 2.0 -- Sparse Gabor Multiplier Estimation for Identification of Sound Objects in Texture Sound -- Waveform-Aligned Adaptive Windows for Spectral Component Tracking and Noise Rejection -- Image-Sound Interaction -- Sound and Gesture -- Changing the Interval Content of Algorithmically Generated Music Changes the Emotional Interpretation of Visual Images -- The Perception of Sound Movements as Expressive Gestures -- Musical Sonification of Avatar Physiologies, Virtual Flight and Gesture -- IX - Auditory Perception and Cognitive Inspiration Understanding Coarticulation in Musical Experience -- Symbolic Segmentation: A Corpus-Based Analysis of Melodic Phrases -- Non-Verbal Imitations as a Sketching Tool for Sound Design -- Influence of Rehearsal in an Auditory Memory Model for Audio Feature Estimation -- X - Modeling of Sound and Music -- Computational Musicology -- Cognitive Similarity Grounded by Tree Distance from the Analysis of K.265/300e -- Group Delay Function from All-Pole Models for Musical Instrument Recognition -- A Multiple-Expert Framework for Instrument Recognition -- Syncopation as Transformation -- Cent Filter-banks and its Relevance to Identifying the Main Song in Carnatic Music.

Sommario/riassunto

This book constitutes the thoroughly refereed post-conference proceedings of the 10th International Symposium on Computer Music Modeling and Retrieval, CMMR 2013, held in Marseille, France, in October 2013. The 38 conference papers presented were carefully reviewed and selected from 94 submissions. The chapters reflect the interdisciplinary nature of this conference with following topics: augmented musical instruments and gesture recognition, music and emotions: representation, recognition, and audience/performers studies, the art of sonification, when auditory cues shape human sensorimotor performance, music and sound data mining, interactive sound synthesis, non-stationarity, dynamics and mathematical modeling, image-sound interaction, auditory perception and cognitive inspiration, and modeling of sound and music computational

musicology.
