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| Altri autori (Persone) | Kronland-MartinetRichard KitaharaTetsuro HirataKeiji AramakiMitsuko |
| Disciplina | 781.34 |
| Soggetti | User interfaces (Computer systems) Human-computer interaction Artificial intelligence Image processing - Digital techniques Computer vision Education - Data processing Computer networks User Interfaces and Human Computer Interaction Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics Computers and Education Computer Communication Networks |
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| Livello bibliografico | Monografia |
| Nota di contenuto | -- Artificial Intelligence, cognitive science and skill science for sound and music. -- Emergence of Creativity and Individuality in Music: Insights from Brain's Statistical Learning and its Embodied Mechanisms. -- Combining Vision and EMG-Based Hand Tracking for Extended Reality Musical Instruments. -- Comprehensive Understanding of Patterns of Skill Acquisition and Forgetting in Music |

Games: Does Musical Experience Accelerate Forgetting?. -- Emotional Impact of Source Localization in Music Using Machine Learning and EEG. -- A Quantitative Evaluation of a Musical Performance Support System Utilizing a Musical Sophistication Test Battery. -- Music and Sound Generation: Emerging Approaches and Diverse Applications. -- Reconstructing Human Expressiveness in Piano Performances with a Transformer Network. -- Spatially Situated Media and Spatial Sampler XR Genealogy and Organology of a Family of Gestural and Spatial Musical Instruments in Mixed Reality. -- JAZZVAR: A Dataset of Variations Found Within Solo Piano Performances of Jazz Standards for Music Overpainting. -- A Live Performance Rule System Informed by Irish Traditional Dance Music. -- Benzaiten: A Non-expert-friendly Event of Automatic Melody Generation Contest. -- Pitch Class and Octave-Based Pitch Embedding Training Strategies for Symbolic Music Generation. -- VERSNIZ - Audiovisual Worldbuilding through Live Coding as a Performance Practice in the Metaverse. -- An Audio-to-Audio Approach to Generate Bass Lines from Guitar's Chord Backing. -- Computational Research on Music Evolution. -- Historical Changes of Modes and their Substructure Modeled as Pitch Distributions in Plainchant from the 1100s to the 1500s. -- Computational Analysis of Selection and Mutation Probabilities in the Evolution of Chord Progressions. -- Bipartite Network Analysis of the Stylistic Evolution of Sample-based Music. -- On the Analysis of Voicing Novelty in Classical Piano Music. -- Computational Musicology. -- Interpretable Rule Learning and Evaluation of Early Twentieth-century Music Styles. -- Toward Empirical Analysis for Stylistic Expression in Piano Performance. -- deepGTTM-IV: Deep Learning Based Time-span Tree Analyzer of "A Generative Theory of Tonal Music". -- SANGEET: A XML Based Open Dataset for Research in Hindustani Sangeet. -- Music Analysis Through Mathematical Logic. -- Global Prediction of Time-span Tree by Cloze Task. -- Music recognition and creation tools. -- Design of a Music Recognition, Encoding, and Transcription Online Tool. -- Automated Arrangements of Multi-Part Music for Sets of Monophonic Instruments. -- 8+8=4: Formalizing Time Units to Handle Symbolic Music Durations. -- DiffVel: Note-Level MIDI Velocity Estimation for Piano Performance by a Double Conditioned Diffusion Model. -- Music Information Retrieval. -- From Sunrise to Sunset: Investigating Diurnal Rhythmic Patterns in Music Listening Habits in India. -- A Novel Local Alignment-Based Approach to Motif Extraction in Polyphonic Music. -- Predicting Audio Features of Background Music From Game Scenes. -- A Music Exploration Interface Based on Vocal Timbre and Pitch in Popular Music. -- Exploring Diverse Sounds: Identifying Outliers in a Music Corpus. -- Audio signal processing and HCI in music. -- Co-Creation and Deep Listening Between Humans and Machines in a Telematic Workshop Environment. -- Estimating Interaction Time in Music Notation Editors. -- Challenging Beat Tracking: Tackling Polyrhythm, Polymetre, and Polytempo with Human-in-the-Loop Adaptation. -- Algorithms for Roughness Control Using Frequency Shifting and Attenuation of Partial in Audio. -- NUFluteDB: Flute Sound Dataset with Appropriate and Inappropriate Blowing Styles.

Sommario/riassunto

This book constitutes the refereed proceedings of the 16th International Symposium on Computer Music Multidisciplinary Research, CMMR 2023, held in Tokyo, Japan, during November 13–17, 2023. The 37 full papers included in this book were carefully reviewed and selected from 120 submissions. They were organized in topical sections as follows: Artificial intelligence, cognitive science and skill science for sound and music; music and sound generation: Emerging approaches and diverse applications; computational research on music

evolution; computational musicology; music recognition and creation tools; music information retrieval; and audio signal processing and HCI in music.
