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Nota di contenuto	Long Talks -- LooperGP: A Loopable Sequence Model for Live Coding Performance using GuitarPro Tablature -- Chordal embeddings based on topology of the tonal space -- Music Generation with Multiple Ant Colonies Interacting on Multilayer Graphs -- Automatically Adding to Artistic Cultures -- Extending Generative Neo-Riemannian Theory for Event-based Soundtrack Production -- Is beauty in the age of the beholder -- Extending the Visual Arts experience: Sonifying Paintings with AI -- Application of Neural Architecture Search to Instrument Recognition in Polyphonic Audio -- AI-rmonies of the Spheres -- SUNMASK: Mask Enhanced Control in Step Unrolled Denoising Autoencoders -- SketchSynth: cross-modal control of sound synthesis -- Towards the Evolution of Prompts with MetaPrompter -- Is Writing Prompts Really Making Art -- Using GPT-3 to achieve semantically relevant data sonification for an art installation -- Using Autoencoders to Generate Skeleton-based Typography -- Visual Representation of the Internet Consumption in the European Union -- GTR-CTRL:

Instrument and Genre Conditioning for Guitar-Focused Music
Generation with Transformers -- Artistic Curve Steganography Carried
by Musical Audio -- LyricJam Sonic: A Generative System for Real-Time
Composition and Musical Improvisation -- Searching For Human Bias
Against AI-Composed Music -- Short Talks -- Fabric Sketch
Augmentation & Styling via Deep Learning & Image Synthesis --
Transposition of Simple Waveforms from Raw Audio with Deep Learning
-- AI-aided Ceramic Sculptures: Bridging Deep Learning with
Materiality -- OSC-Qasm: Interfacing Music Software with Quantum
Computing -- EvoDesigner: Aiding the exploration of innovative
graphic design solutions -- Improving Automatic Music Genre
Classification Systems by Using Descriptive Statistical Features of Audio
Signals -- Musical Genre Recognition based on Deep Descriptors of
Harmony, Instrumentation, and Segments. .

Sommario/riassunto

This book constitutes the refereed proceedings of the 12th European Conference on Artificial Intelligence in Music, Sound, Art and Design, EvoMUSART 2023, held as part of Evo* 2023, in April 2023, co-located with the Evo* 2023 events, EvoCOP, EvoApplications, and EuroGP. The 20 full papers and 7 short papers presented in this book were carefully reviewed and selected from 55 submissions. They cover a wide range of topics and application areas of artificial intelligence, including generative approaches to music and visual art, deep learning, and architecture.
