

1. Record Nr.	UNISA996466092203316
Titolo	Computer music modeling and retrieval : sense of sounds, 4th International Symposium, CMMR 2007, Copenhagen, Denmark, August 27-31, 2007, revised papers // edited by Richard Kronland-Martinet, Sølvi Ystad, Kristoffer Jensen
Pubbl/distr/stampa	Berlin, Germany ; ; New York, New York : , : Springer-Verlag, , [2008] ©2008
ISBN	3-540-85035-X
Edizione	[1st ed. 2008.]
Descrizione fisica	1 online resource (XII, 508 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 4969
Disciplina	004
Soggetti	Computer music
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Towards the Understanding of Sense of Sounds -- Fifty Years of Computer Music: Ideas of the Past Speak to the Future -- Music Cognition: Learning, Perception, Expectations -- Capturing Expressive and Indicative Qualities of Conducting Gesture: An Application of Temporal Expectancy Models -- Musicians Outperform Nonmusicians in Speech Imitation -- Cognitive Styles and Computer-Based Creativity Support Systems: Two Linked Studies of Electro-acoustic Music Composers -- The Usability of Music Theory Software: The Analysis of Twelve-Tone Music as a Case Study -- Understanding Emotion in Raag: An Empirical Study of Listener Responses -- The Artistic Play of Spatial Organization: Spatial Attributes, Scene Analysis and Auditory Spatial Schemata -- Semiotics of Sounds Evoking Motions: Categorization and Acoustic Features -- Exploring Perceptual Based Timbre Feature for Singer Identification -- Cognitive Implications of Musical Perception -- A Meta-analysis of Timbre Perception Using Nonlinear Extensions to CLASCAL -- Real-Time Analysis of Sensory Dissonance -- Multimodal Design for Enactive Toys -- Psychoacoustic Manipulation of the Sound-Induced Illusory Flash -- On Cross-Modal Perception of Musical Tempo and the Speed of Human Movement -- Between Mapping, Sonification and Composition: Responsive Audio Environments in Live Performance

-- Towards the Generation of Sense of Sounds -- Retrieving and Recreating Musical Form -- Placement of Sound Sources in the Stereo Field Using Measured Room Impulse Responses -- Rule-Based Expressive Modifications of Tempo in Polyphonic Audio Recordings -- Exploring the Perceptual Relevance of Inherent Variability of Drum Sounds -- Improving Musical Expressiveness by Time-Varying Brightness Shaping -- NN Music: Improvising with a 'Living' Computer -- A Real-Time Genetic Algorithm in Human-Robot Musical Improvisation -- A Musical Framework with Swarming Robots -- Emergent Rhythms through Multi-agency in Max/MSP -- Experiencing Audio and Music in a Fully Immersive Environment -- A Network-Based Framework for Collaborative Development and Performance of Digital Musical Instruments -- The ImmApp: A Digital Application for Immersive Interaction with Sound Art Archives -- BioTools: A Biosignal Toolbox for Composers and Performers -- Focus-Plus-Context Audio Interaction Design -- Maps and Legends: Designing FPS-Based Interfaces for Multi-user Composition, Improvisation and Immersive Performance -- DECONcert: Making Waves with Water, EEG, and Music.

Sommario/riassunto

This book constitutes the thoroughly refereed post-conference proceedings of the 4th International Computer Music Modeling and Retrieval Symposium, CMMR 2007, held in Copenhagen, Denmark, in August 2007 jointly with the International Computer Music Conference 2007, ICMC 2007. The 33 revised full papers presented were carefully selected during two rounds of reviewing and improvement. Due to the interdisciplinary nature of the area, the papers address a broad variety of topics in computer science and engineering areas such as information retrieval, programming, human computer interaction, digital libraries, hypermedia, artificial intelligence, acoustics, signal processing, etc. CMMR 2007 has put special focus on the Sense of Sounds from the synthesis and retrieval point of view. This theme is pluridisciplinary by nature and associates the fields of sound modeling by analysis, synthesis, perception and cognition.
