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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. |