Algorithmic intelligence innovation invades music

A3E Conference in Boston hosted an industry panel on the future of technology and music, marking the start of artificial intelligence going mainstream in music production

Vienna, Austria - September 28, 2014. Re-Compose this week participated as panelist in the opening keynote on "The Future of Artificial Intelligence + Music Instruments" at the A3E Advanced Audio and Applications Exchange conference in Boston, MA. "*Is the world ready for the perceptional battle?*", an audience member asked, to which Marcus Ryle of Line answered "*The good news is only part of the world has to be ready for it. [..] AI for music production is a reality, it's not going away.*"

Artificial intelligence has already invaded music, that is, with the music industry now at the cusp of the second digital wave. Audio editing tools like Apple Logic or Avid ProTools are no longer enough, and have in the past decade added a stack of huge databases with ready-made clips/loops for use by the music producer. Now, "*the voice of computer science is deeply embedded …*" said Doug DeAngelis, the A3E conference chair.

There is different ends of the spectrum where algorithmic intelligence innovation is used, from solutions such as Landr that uses AI to master audio tracks to Re-Compose's Liquid Notes that acts as assistant in the songwriting process enabling complex reharmonization of MIDI arrangements. Further, Stefan M. Oertl, founder and CEO of Re-Compose, provided a vision of AI generating loop-based music used in music psychology and in wellness ('music becomes a therapy').

While it is not clear yet what direction AI in music will eventually take, it does create opportunities: do-it-yourself work, like audio mastering provided by Landr, becomes less time-consuming to do and allows for more exploration and possibilities. Solutions such as Liquid Notes enable more creativity, and could potentially serve as an experimental platform for music. The panel agreed that pro level work is still needed and won't be replaced, but the skill set in operating the complex machines in use today is changing as AI in those tools aids in enabling more people to experiment with music.

The biggest challenge today is the perceptional battle that AI powered solutions create, showing a need to overcome the perception that technology will render useless human music makers. The answer to that has been given above, and can be found in Marcus Ryle's other statement that "*If I hung my hat on the skills I learned in the 70s, I wouldn't have a job.*" Music production is seeing change, again.

Videos & Screenshots:
Screenshots: http://www.re-compose.com/downloads/press/LN4live_1.0_screenshots.zip
Video: http://www.youtube.com/watch?v=K0zqvr2shB4

About Re-Compose
Re-Compose develops pioneering methods and technologies for digital music production and an optimal experience of music. Our software makes music fully interactive, where all elements of a music composition can be recomposed or rearranged in real time through sensor or human input. This leads to the development of intelligent tools for music composers and producers that help them get new and complex musical ideas (i.e. melodies, chords and harmony, accompaniments, etc.), deliver these ideas fast, and optimize the impact of music.

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