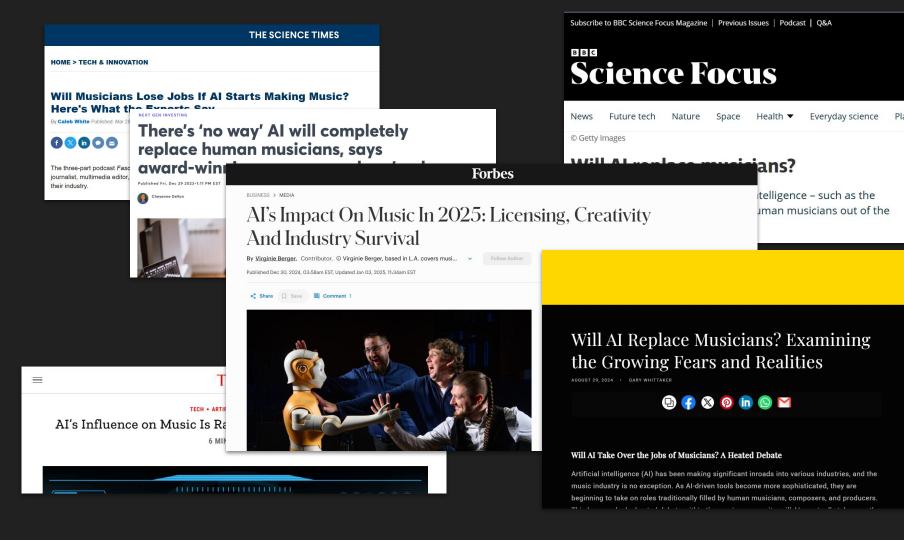
# Artificial Intelligence as a Creative Partner in Music

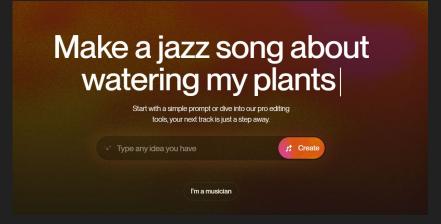
SIGNAL OFF 2025



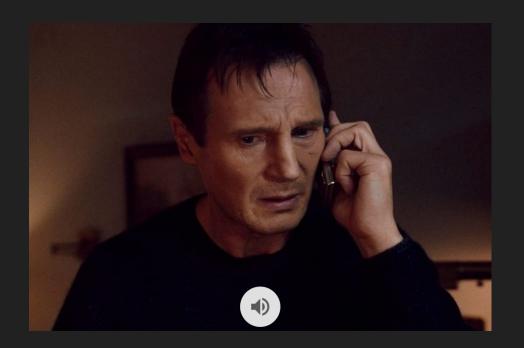












### MOTIVATION

- There is more to Music AI than mindless prompt-based generation.
  - Practical examples!
- Knowing tools can inform subjective reflections on agency, ethics, ...
  - o Pointers! (Slides will be online)

### ME

- PostDoc researcher at the University of Trento
- Audio Software Developer

#### Research:

- Deep learning (AI) for
  - Musical Audio Processing
  - Music Information Retrieval
  - Musical Instruments
- New Interfaces for Musical Expression

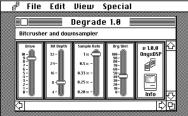
Music: guitar/processing/synthesis...

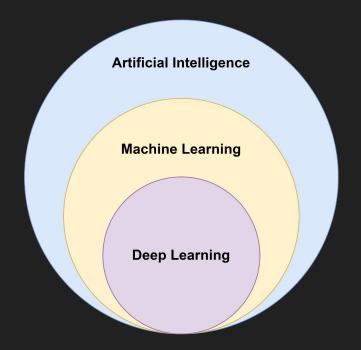


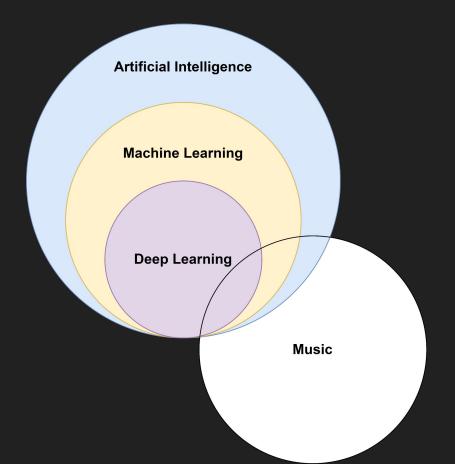


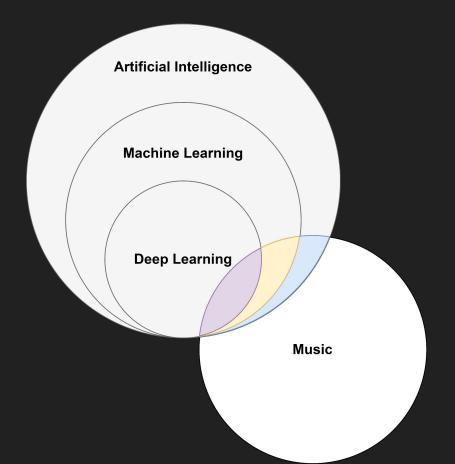


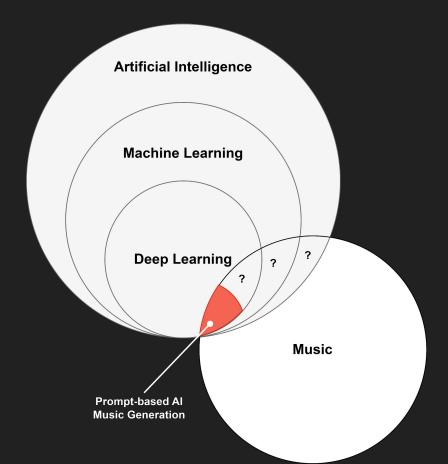












"Al will steal our job" area

### TECHNICAL vs CONCEPTUAL DISTINCTIONS

Human-Creativity-Supporting Als Human-Creativity-Replacing Als

### Some History: Al & Music

1957 Illiac Suite for string quartet composed by an electronic computer





(1957, Lejaren Hiller, Leonard Isaacson)

https://distributedmuseum.illinois.edu/exhibit/illiac-suite/

### Some History: Al & Music

1957 Illiac Suite

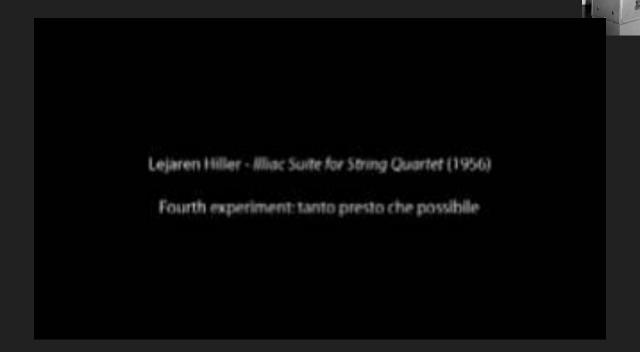


Lejaren Hiller - Illiac Suite for String Quartet (1956)
First experiment: presto, andante, allegro

https://distributedmuseum.illinois.edu/exhibit/illiac-suite/

### Some History: Al & Music

1957 Illiac Suite



https://distributedmuseum.illinois.edu/exhibit/illiac-suite/

### EMI - Experiments in Musical Intelligence

~1981 David cope, composer and professor of music at the University of California, Santa Cruz.

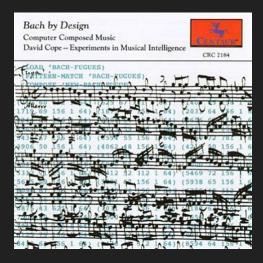
Idea: write a computer program that could analyze many compositions from himself an compose new undead pieces in his style, to understand and modify his own style.

Later: he applied the same method to other composers like Bartok, Brahms, Bach...



### EMI - Experiments in Musical Intelligence

- 1993. Bach by Design. Centaur Records
- 1997. Classical Music Composed by Computer.
   Centaur Records. CRC 2329
- ...







### EMI - Experiments in Musical Intelligence

1997 Douglas Hofstadter - EMI Turing Test

- 3 Pieces: Bach, Dr, Steve Larson, EMI
- 1 Performer (Winifred Kerner)



The audience voted Larson's piece as being composed by EMI and EMI's piece as being an authentical Bach

Only few months after Deep Blue defeated World Chess Champion Garry Kasparov

https://computerhistory.org/blog/algorithmic-music-david-cope-and-emi/https://en.wikipedia.org/wiki/Deep\_Blue\_versus\_Garry\_Kasparov

### Improvising with Computers

George E. Lewis - Voyager (~1985 - now)

Interactive **improvisation** system.

Voyager "listens" to live performers and reacts



https://www.youtube.com/watch?v=wGfeh7MNTpU

Lewis, G. E. (2000). Too Many Notes: Computers, Complexity and Culture in Voyager. Leonardo Music Journal, 10, 33–39. <a href="https://doi.org/10.1162/096112100570585">https://doi.org/10.1162/096112100570585</a>

### George E. Lewis - Why Do We Want Our Computers to Improvise?



CTM 2018: Why Do We Want Our Computers to Improvise?

https://youtu.be/wDP8FsjyCaA?si=SA9i470Z7souDAcY

### Neural Networks (Machine and Deep Learning)

- First connectionist approaches in 1988
  - 1988 Todd "Creation by refinement: a creativity paradigm for gradient descent learning networks"
  - o J. P. Lewis, 1988 "Creation by Refinement: A creativity paradigm for gradient descent learning networks" in International Conference on Neural Networks.
- Early LSTM compositions
   2002 Eck & Schmidhuber, 2002 "Finding temporal structure in music: Blues improvisation with LSTM recurrent networks" in IEEE Workshop on Neural Networks for Signal Processing.

https://artintech.substack.com/p/the-forgotten-ogs-of-ai-music
https://highnoongmt.wordpress.com/2015/09/02/paper-of-the-day-pod-recurrent-neural-networks-for-music-computation-edition/
https://artintech.substack.com/i/155553187/lstms-early-s

### Neural Networks - From Early 2000s to Today

2006: Hinton introduces systematic deep neural network training Specialized architectures for understanding and generation Key generative models:

- Variational Autoencoders (VAEs)
- Generative Adversarial Networks (GANs)
- Diffusion Models
- Transformers

Transformers (~2017): Most powerful architecture

Foundation of ChatGPT (2022)

GPT = Generative Pre-trained Transformer

### Spectrum Of Partnership

Part 2

Als

Human-creativitysupporting Als Human-creativity -replacing Als

Music Al works

Al as tool

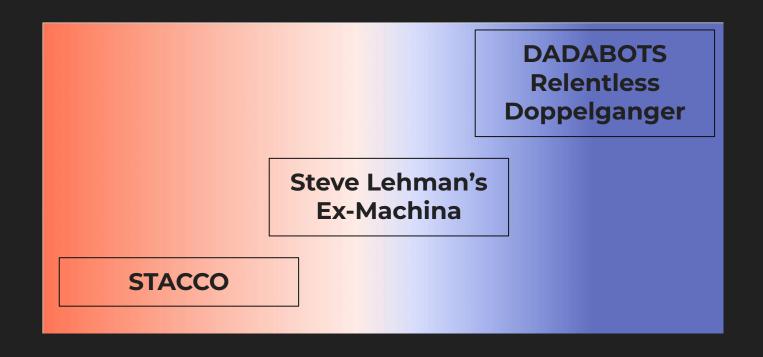
Al as support to creation

**Al-creation** 

co-creation

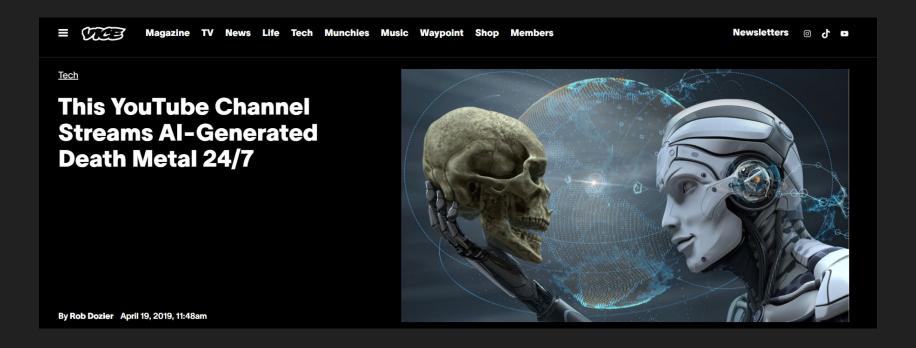
#### Human Agency and Intent

- Creative vision
- Decision-making
- Artistic direction.

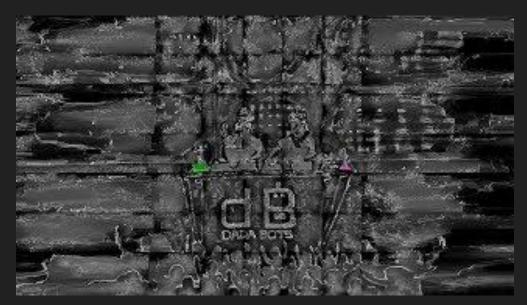


### 1. DADABOTS: Relentless Doppelganger (Carr, Zukowski)

Full AI generation, artist-steered/curated generation



### 1. DADABOTS: Relentless Doppelganger

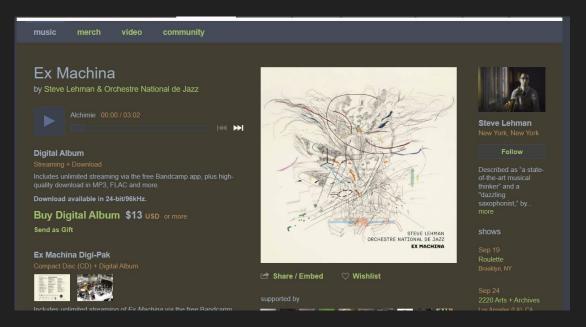


https://www.voutube.com/watch?v=JF2p0Hlg\_5U&ab\_channel=DADABOTS

"... artists intentionally explore the absence of **artistic agency**, critically and creatively embracing Al"

### 2. Steve Lehman's Ex-Machina

Composed and Improvised Human elements interact with computer Improvisation.



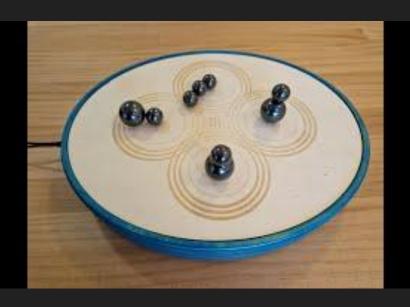
### 2. Steve Lehman's Ex-Machina



https://www.youtube.com/watch?v=-xZLUyCRz58

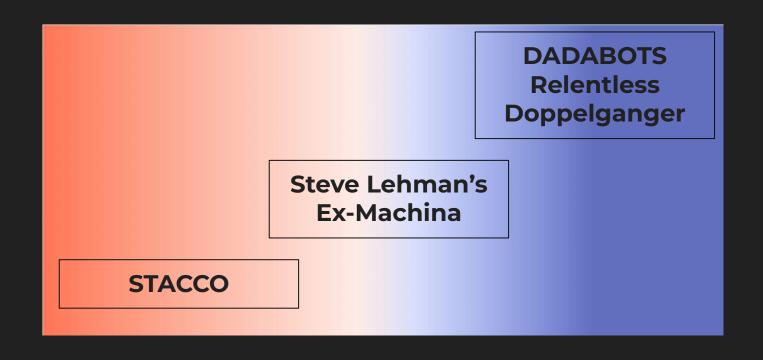
### 3. STACCO (Privato, Lepri, Úlfarsson)

Instrument: Embodied interface to AI sound generation <a href="https://iil.is/research/stacco">https://iil.is/research/stacco</a>





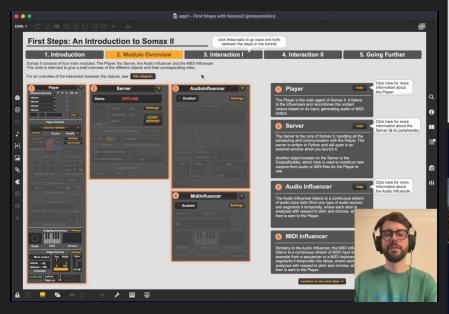
### SPECTRUM OF PARTNERSHIP/AGENCY

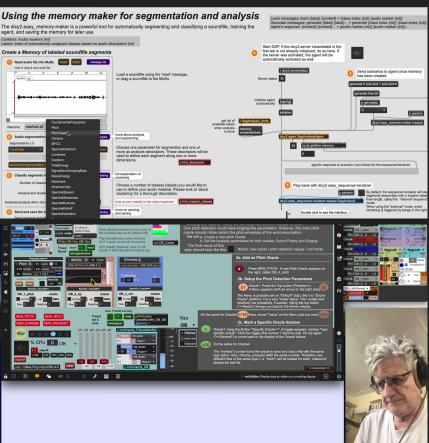


## Part 3 Practical Tools

### Real-time Improvisation & Co-creation

IRCAM - Somax2, OMax5, Dicy2

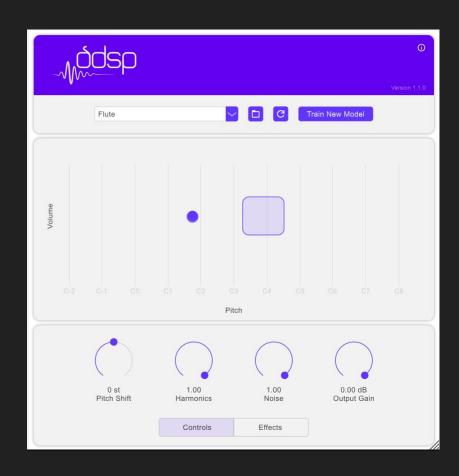




https://www.youtube.com/@Ircam\_Paris

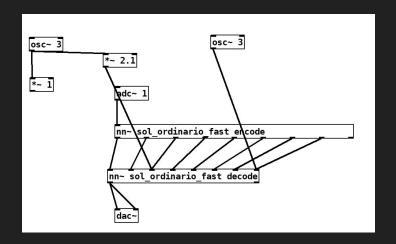
### **Audio Transformation**

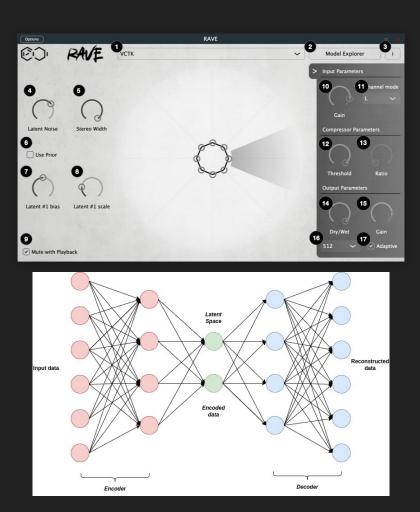
Timbre Transfer: Magenta DDSP



### Audio Transformation

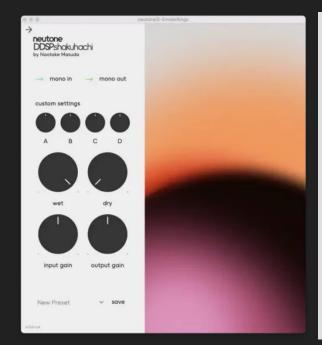
Timbre Transfer: IRCAM RAVE





#### **Audio Transformation**

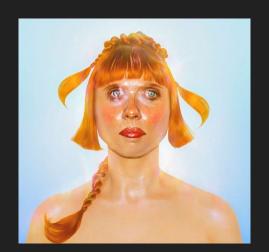
Timbre Transfer: Qosmo Neutone (Free!), Morpho (Mostly free) <a href="https://neutone.ai/">https://neutone.ai/</a>





#### **Audio Transformation**

VOICE Timbre Transfer: Holly+



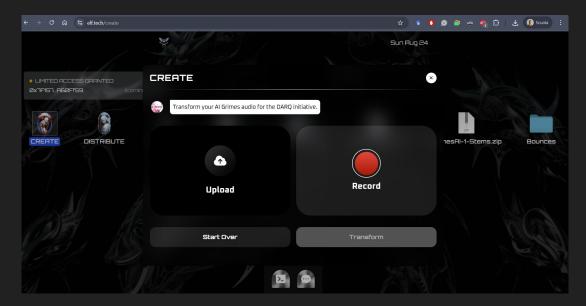
#### https://holly.plus/



#### **Audio Transformation**

**VOICE Timbre Transfer: Grimes** 

#### https://elf.tech/create







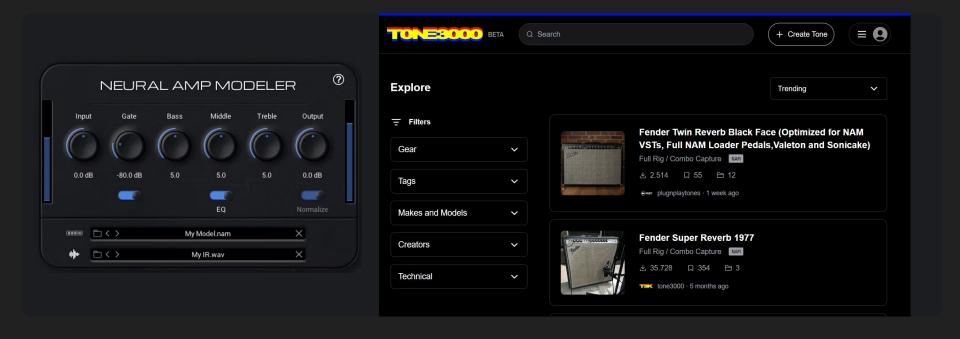


Neural Amp Modeler (free)





Neural Amp Modeler



Primo APFX



Dynamic tone based on signal analysis



More Analog Modeling:

Baby Audio TAIP



Neural Q

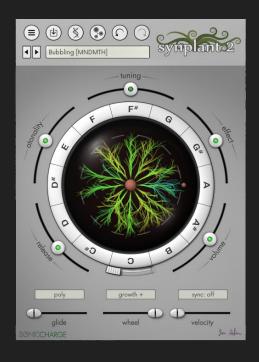


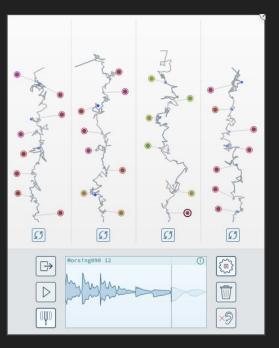
Creative Effects: SAMPLESON rePEDAL (Free)

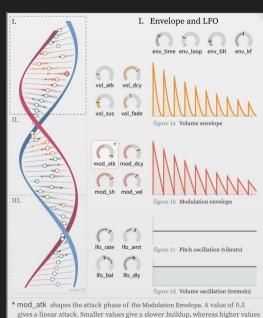




#### Synplant 2







are quicker.

Sample maps: XLN Audio XO



Sample maps: Algonaut Atlas



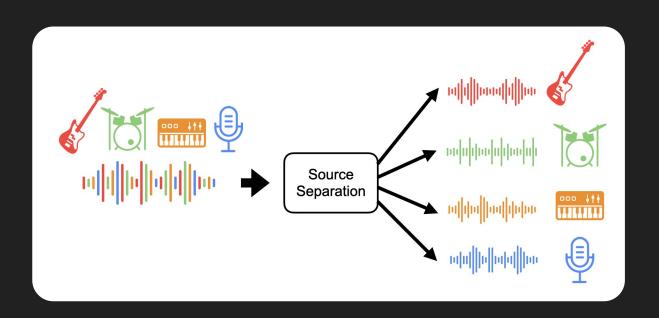
Sample maps + Generative Sequencing: AudioStellar (Free!)



Magenta Infinite Crate (Google): Live Generative Music VST for sampling



Stem Separation - Music Demixing



#### Stem Separation

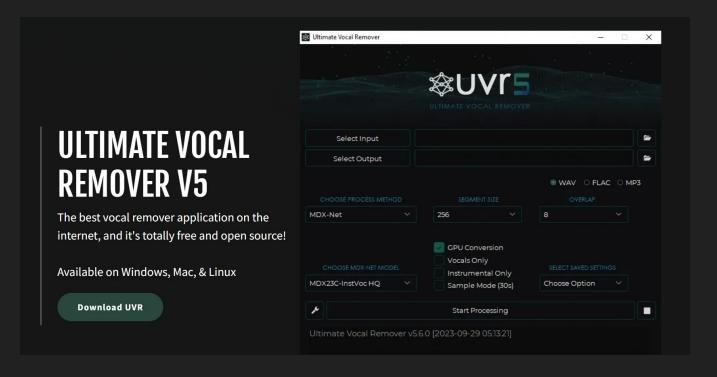
- https://vocalremover.org/splitter-ai
- https://voice.ai/tools/stem-splitter
- https://audiocleaner.ai/ai-stem-splitter

Search for "free stem separation" or "stem splitter"

#### Limitations:

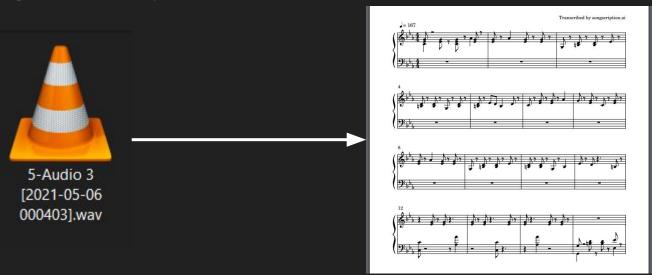
- Often limited to band music (voice, guitar, bass, drums)
- Baked in compression/sidechain is often not reversible

Vocal removal - Music Demixing



Audio to Score: Convert Audio to music scores

- https://www.songscription.ai/
- https://klang.io/transcription-studio/



#### Audio to MIDI

https://ai-midi.com/ (Free?)



## All that glitters is not gold

Magenta Studio (Google):

MIDI generation Max4Live, but limited in scope and quality

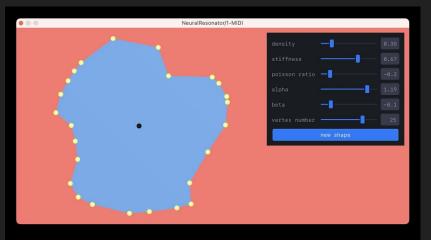


# Sometimes, gold does not glitter (Research that is not ready for production)

Academic research hardly targets production.

Research fundings stop at publication.

Production and dissemination of even rough prototypes is hard to justify.





Download the latest version for **macOS Apple Silicon** and the essential pretrained models to get started.

# VIEWING / READING SUGGESTIONS

#### George E. Lewis - Why Do We Want Our Computers to Improvise?



CTM 2018: Why Do We Want Our Computers to Improvise?

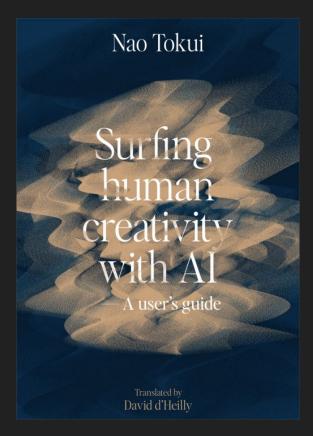
https://youtu.be/wDP8FsjyCaA?si=SA9i470Z7souDAcY

# Voyager and Somax



https://www.youtube.com/live/hyRiy7PL4dk

#### READING SUGGESTIONS



Considerations on Creativity, Artificial Intelligence and Natural Intelligence

by Nao Tokui: artist, DJ, AI technology researcher, and visiting associate professor at Keio University, Tokyo.

English/Japanese

Free PDF

https://qosmo.jp/en/publication/naotokui-book

#### READING SUGGESTIONS

