

CTP 431 Music and Audio Computing

Course Introduction

Graduate School of Culture Technology (GSCT)
Juhan Nam

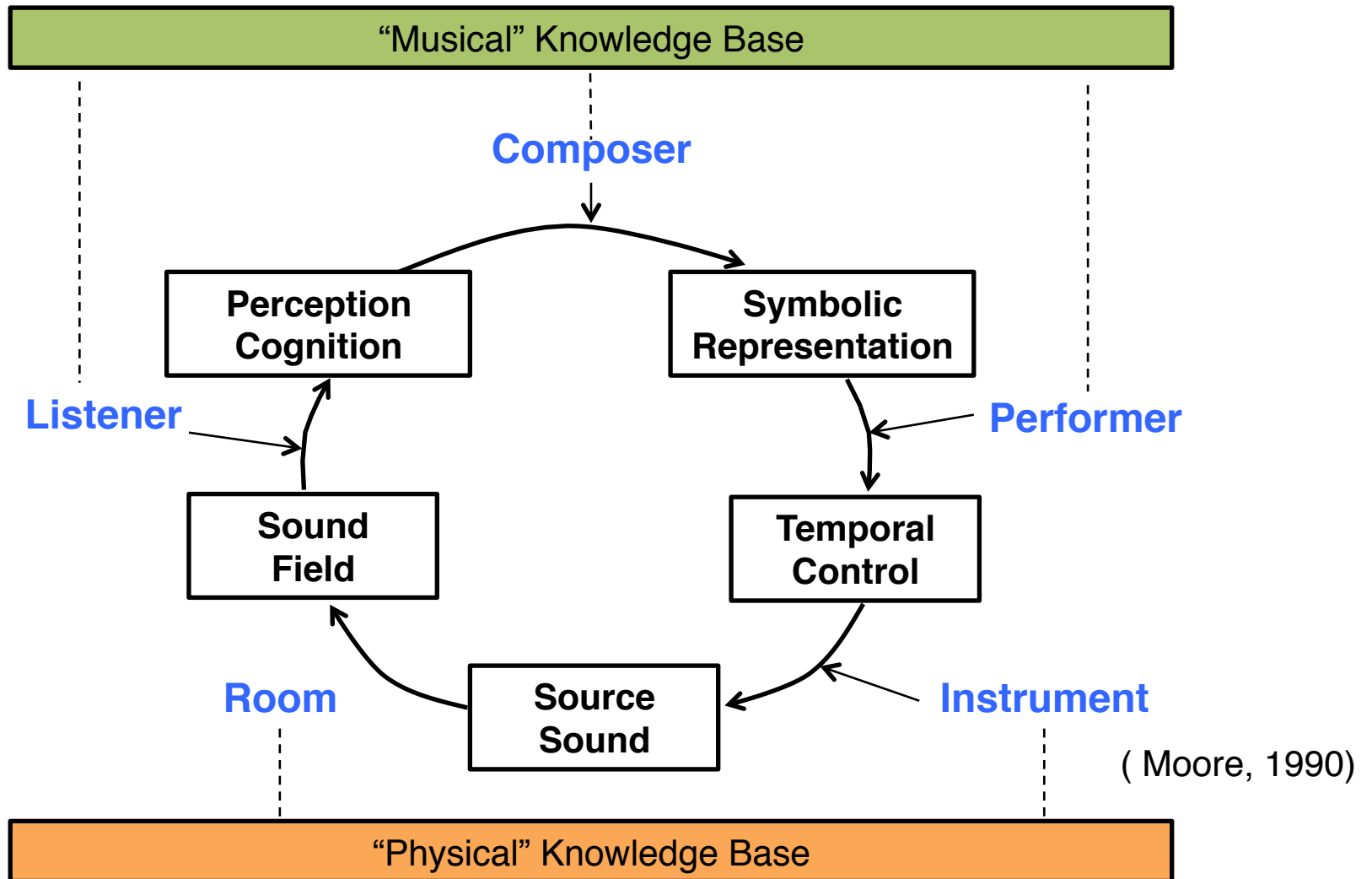
Who We Are

- Instructor: Juhan Nam (남주한)
 - Assistant Professor in GSCT
 - Music and Audio Computing Lab: <http://mac.kaist.ac.kr>
 - Previously worked for Qualcomm and Young Chang Music (Kurzweil)
- TA: Dasaem Jung (정다샘)
 - 1st year Ph.D. Student in GSCT
 - KAIST Orchestra Maestro
- TA: Changheun Oh (오창현)
 - 1st year Ph.D. Student in GSCT
 - (Former) Leader of the EE Band

Music and Human



Musical Data and Processes



Music Listening



Phonograph



LP



Cassette Tape



CD



Music Listening

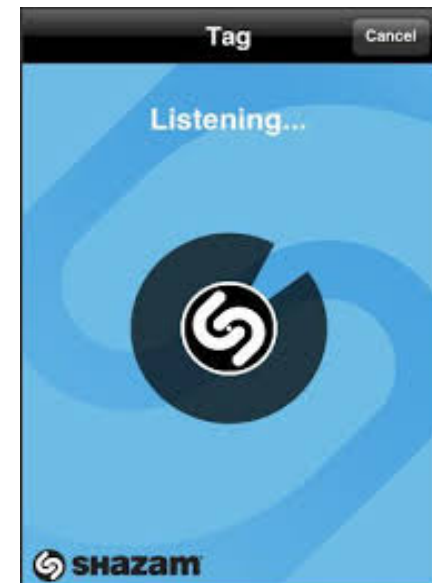
- MP3, streaming
- Music search and recommendation, Internet Radio



Smartphone



Online Music Services



Shazam
(Music Search)

Music Performance and Instrument



Cristofori's FortePiano (1772)



Steinway
Model D
(1884 -)

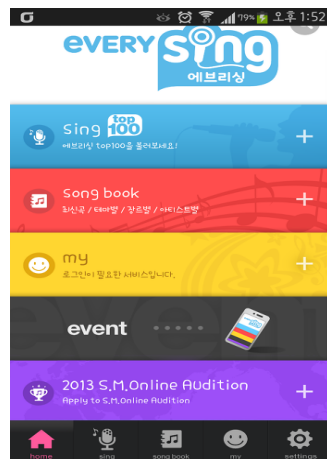
Music Performance and Instrument



Amplifier
Electric Guitar



Synthesizers

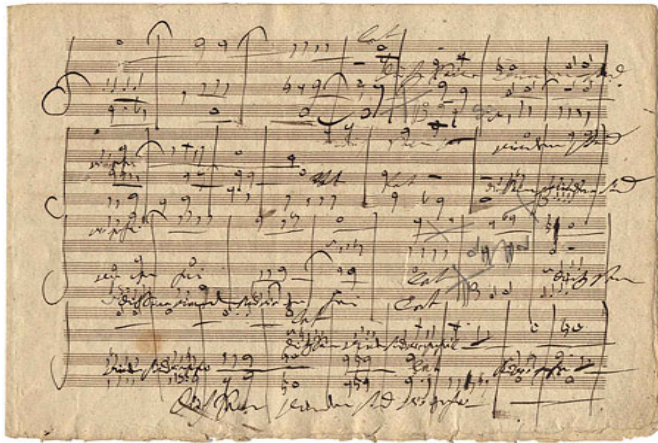


Karaoke App

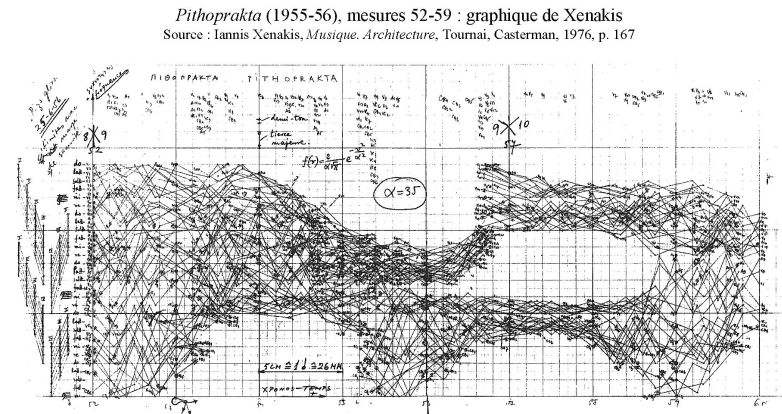


Rock Prodigy

Music Composition and Production



Handel's "Messiah," notated by Beethoven



Pithoprakta (1955-56), mesures 52-59 : graphique de Xenakis
Source : Iannis Xenakis, *Musique. Architecture*, Tournai, Casterman, 1976, p. 167

Xenakis "Pithoprakta"



Recording in the early 20th century

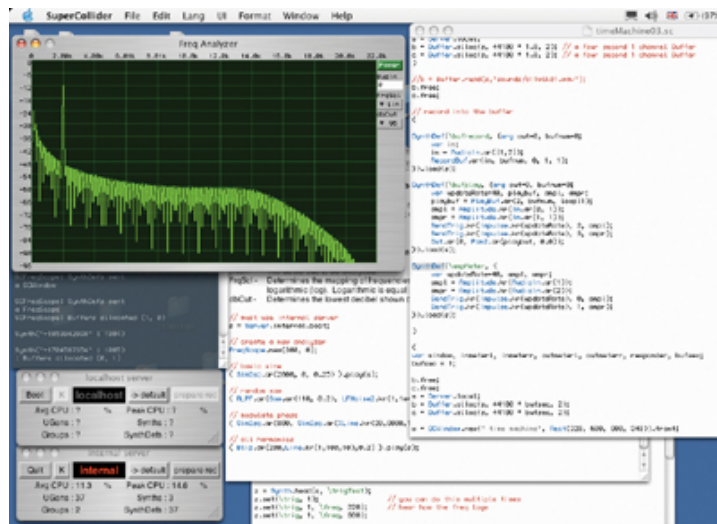


Multi-track recorders



Music Composition and Production

- Audio programming: algorithmic composition
- DAW: recording, editing, processing and mixing

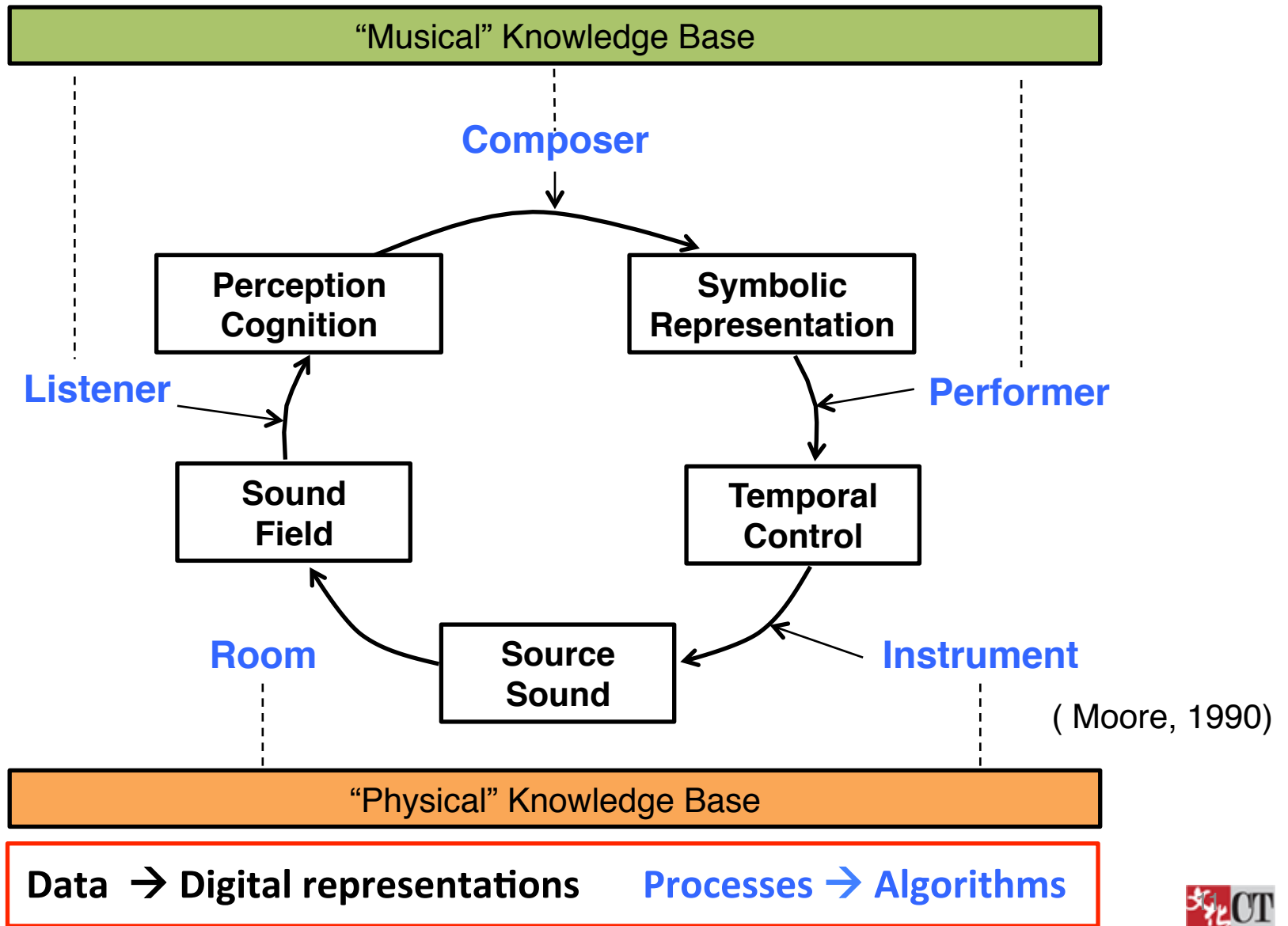


Supercollider



Digital Audio Workstation (DAW)

Musical Data and Processes (Today)



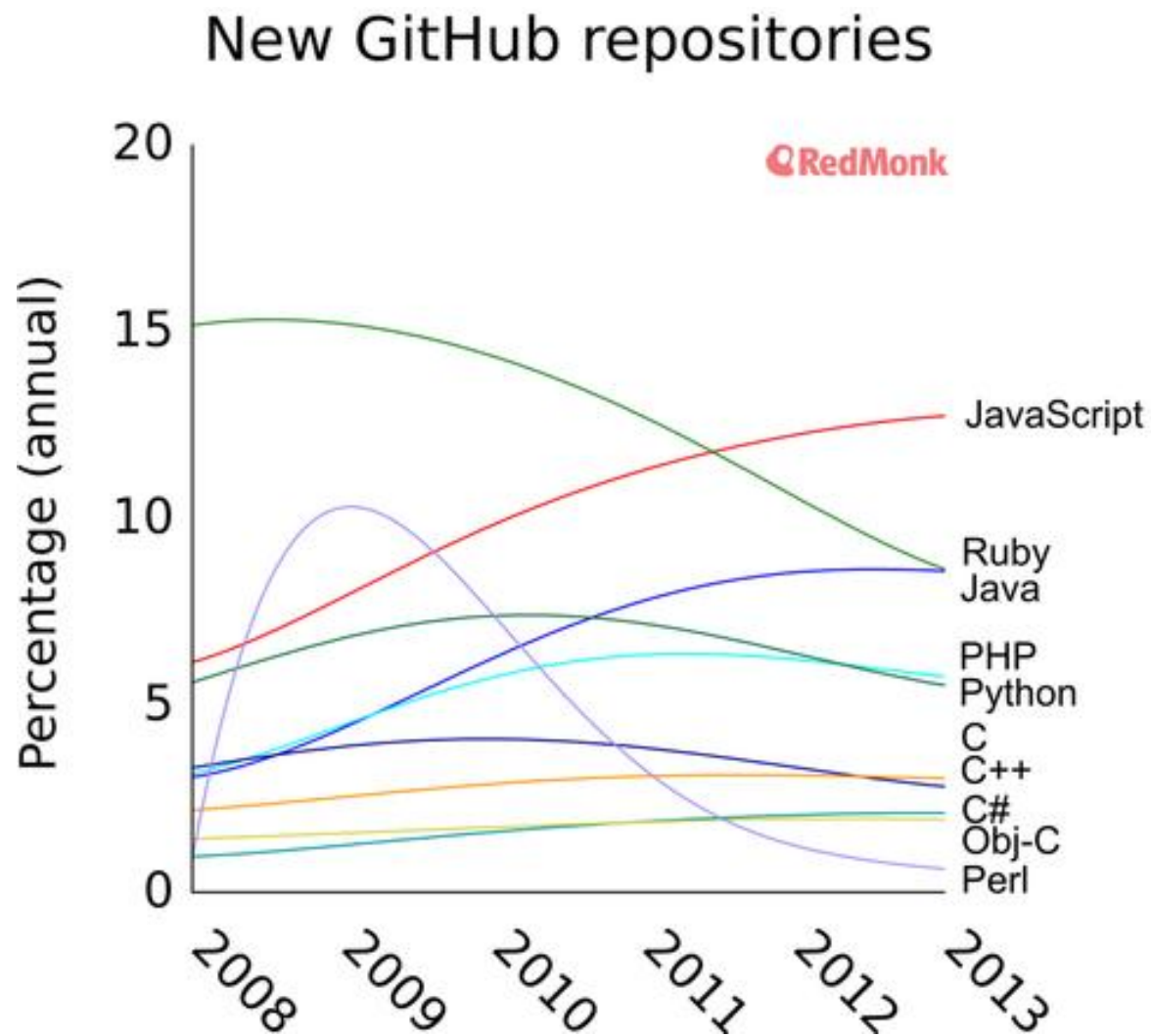
Course Goals

- Understanding the theoretical backgrounds in music technology today
 - Acoustics
 - Digital signal processing
 - Digital Audio
 - Filters and FFT
 - Computer music
 - Sound analysis and synthesis
 - Symbolic representations: e.g. MIDI
 - Combine all together
- Hand-on practice
 - Programming: HTML/CSS/Javascript with Web Audio

Why Web Audio?

- HTML5 standard
- Contain a number of audio signal processing components used in modern DAWs
- Easy to integrate with other multimedia components (e.g. WebGL)
- Free and no installation
- Platform-independent (but browser-dependent)
- Slow but keep being improved
- Many more ...

Why Web Audio?



Syllabus: Outline

- Introduction (week 1)
- Part 1: basic acoustics and sound analysis (week 2 – 4)
- Part 2: sound processing and synthesis (Week 5 – 10)
- Part 3: symbolic representations and sound control (Week 11 – 12)
- Advanced topics (Week 13 - 15)
- Midterm (Week 9) / Final (Week 16)

Syllabus

- Week 1
 - Course introduction
 - Web audio introduction
- Week 2
 - Basic acoustics
- Week 3-4
 - Digital audio
 - Fourier transform
 - Spectral analysis and feature extraction

Syllabus

- Week 5-6
 - Sound processing overview
 - Linear processing
 - Filter and convolution
 - Delay and reverberation
 - Spatial processing

- Week 7-8
 - Sound synthesis overview
 - Subtractive synthesis
 - FM synthesis

Syllabus

- Week 10 – 11
 - Pitch shifting
 - Non-linear processing: compressor or distortion
 - Vocoder
- Week 12 – 13
 - MIDI, OSC and sensors
 - Algorithmic composition
- Week 14 – 15
 - Music Information Retrieval
 - Advanced Topics

Your Part

- Homework (40%)
 - 3 mini projects (candidates)
 - Music player/visualizer
 - Analog synthesizers
 - Step Sequencer
 - HTML/CSS/Javascript
- Midterm (20%)
 - Paper exam
- Class Participation (10%)
 - 10 % of grade
- Final Project (30%)
 - Proposal + presentation / demo

Pre-requisite

- Prior experience with programming languages
- Signals and systems: desired but not required

Textbook

- Main Text
 - Introduction to Computer Music, N. Collins
- Supplementary
 - Computer Music Tutorial, C. Roads
 - Elements of Computer Music, F. Richard Moore

Course Information

- Course webpage
 - <http://mac.kaist.ac.kr/~juhan/ctp431/>
 - Basic course info, schedule and resources
- KLMS
 - Announcement
 - Question and Answers
 - Homework
 - Grading