Group Discussions

Notes from slides of discussions that took place at the

Digital Music Research Network Workshop:
The Future of Digital Music Research?

Queen Mary, University of London

22 December 2004

Ambrose Field's Group

Ambrose Field's Group

- Internet imagination real-time

- Promotion: vst plugs

- Composition

- EA comp: practical

- MSP/Multimedia

- UI: Aspec java software/structure

- Soundscape

Grid - interactive

Objective / objects

1. Industry
2. Future
3. Tools / software

Industry

- Identifying UK (& other) Partners
- T.C. Electronic / waves / etc.
- Games, web, IP protection
- Process of creation (thinking)
- Public promotion of creative projects
- Unique value set I/P
- Proving the worth of music/audio content in the broader context of multimedia
- Content – product Sound Design Compositional techniques – iterative process

Inform Strategy Planning products

Mass market

Interfaces: control

Grid and infrastructure

New collaboration AI

More industrial partners

Amrbose's Group Discussion

- Industry
  - Propeller head
  - TC Electronic
  - Steinberg
  - Logic
- Unified software for composition

- Product Sound Design
- IP Protection
- New collaborative
- AI
- Infrastructure for testing
- Grid

Ambrose's Group (cont)

- Process of creation – lateral thinking / creative thinking
- Well informed about problem as we use the technology ourselves – unique value set
- Compositional techniques – Iterative process
- Computer games
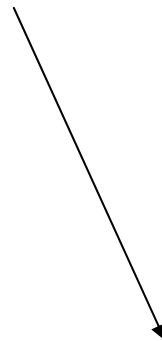- Proving the worth of music/audio content in the broader context of multimedia

Tools

pD

Soundhack

Free VST

What is the right tool?
QA?

=> future
combination of
tools

Requirements eng

Tim Brooks' Group

Audio

- Soundfields: analysis of current ones; synthesis of new ones

- Recording & storage: Virtual microphones arrays with built-in storage

- Information processing: Perceptual control of parameters

- Delivery/WFS/Ambisonics: Scalable codecs / imperceptible degradation; Wireless L/S; Automated, psychoacoustically-optimized installation; Ultrasomics + passive demodulators [Patent pending!]

- Industry: Pro-musicians or consumer education or industry/consumers

- Training: Engineering / musical perspective

- Methods: Standardization of evaluation techniques -> Industry & Research

Xavier Serra's Group

Xavier Serra's Group Discussion

- We have to be Jack of all trades & master of at least one!

- When have we gone far enough? When are goals realistic? (e.g. polyphonic transcription).

- What would be an ideal / model application for EPSRC funding?

- Do we keep refining techniques or look for the next big thing?

- What will drive computer music research?

- There is no such thing as a specific CMR [computer music research] methodology?