

GENETIC MUSICAL MATERIAL GENERATOR

Guide the evolution of new compositions

WHY conduct this project?

Musical composition can be approached as a process which fully subjects the material to the composer's opinions and decisions. Or, aleatory devices can be applied, which remove the whims of the composer's ego from the creative process.

In this project, subjective ratings are used to guide stochastic processes of musical creation based on genetic algo-

gorithms. This way, musical material can be developed which appeals to a desired aesthetic, or which approaches certain stylistic or formal characteristics, but which is still generated according to random processes, rather than being formally composed.

Additionally the project explores methods of "dressing" musical material with an accompaniment using specially designed simulated annealing algorithms.

More information



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WHAT are the outcomes and tools you can use?

- Tools for generating musical material and accompaniments have been developed, and they can be explored in the repository linked above (qr code).

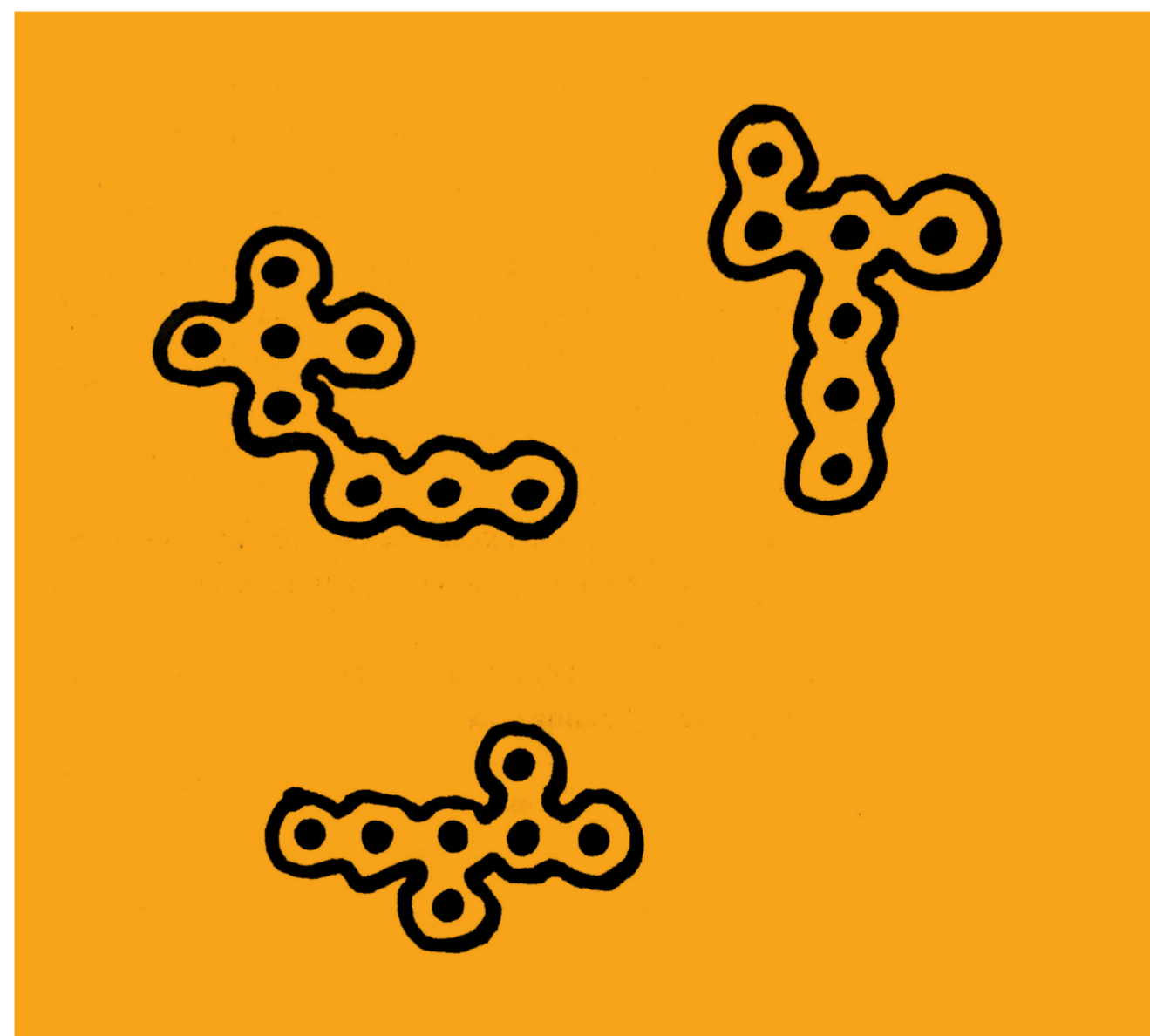
- The system makes possible experiments assessing differences in musically trained vs. untrained groups and differing musical tastes in the musical results.

- The system could be used for optimising musical material with given objective characteristics.



WHOM to contact?

Contact Leo Auri for more information on this project: code@leoauri.com



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