**Demucs Model Trial for Audio Denoising**

**About Demucs :**

Demucs (Deep Extractor for Music Sources) is a deep learning-based model designed for music source separation. It is capable of separating audio into individual components (e.g., vocals, drums, bass, and other instrumental sounds). Initially created for music, the same Demucs architecture principles can be adapted for audio denoising, where the goal is to remove background noise while preserving the integrity of the original audio components.

### **Brief Update :**

### This repository is focused on applying the Demucs model, originally developed for music source separation, to audio denoising. The goal is to separate unwanted noise from audio recordings while preserving the individual audio components.

While these errors are being investigated, I wanted to provide an update to the team on the progress so far. The next steps will focus on further troubleshooting these errors, fine-tuning the model for denoising, and exploring alternative solutions for model loading and integration.

**Uptil now:**

Demucs Model Integration: Attempted to integrate the Demucs model for source separation and noise reduction, but encountered errors related to model loading and version issues.

The work is still in progress, and the team’s insights will be valuable in moving forward with error resolution and fine-tuning the model. I would really appreciate any insights or solutions for the model and even alternative ideas of implementation.