

Mapping of LANDR

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1 Description of tool

LANDR uses a mastering technology that combines experiences from mastering engineers and AI to create music. For the users of this tool, LANDR offers a selection of three dynamic mastering intensities and styles to choose between, but unlike other tools it does not operate with the use of presets [1]. LANDR has been used by more than 4.2 million artists and known industries such as Warner Records and Disney Music Group, making it a well-known tool for music creation [1].

2 AI Algorithm

LANDR uses an supervised machine learning algorithm [2].

3 Data-set

LANDR's supervised ML algorithm has been trained differently compared to the rest of our tools, through its data-set content. At the start, the data-set was composed of mastered, and unmastered recordings, which later was expanded to a larger database consisting of submissions from their users [3]. When it comes to music genre, LANDR has not stated a specific category, but rather specify that it has used "countless" of genres.

4 Environment

LANDR is executed in a cloud-based environment.

5 Developer

LANDR is developed by MixGenius

6 Accessibility

In this project LANDR was classified as open-source. However, they only share their systems API, not the source code or other documentation. This fact is discussed in the thesis.

References

- [1] LANDR. Online mastering api - use online mastering services anywhere. URL: <https://www.landr.com/en/pro-audio-mastering-api/>.
- [2] Jonathan Sterne and Elena Razlogova. Machine learning in context, or learning from landr: Artificial intelligence and the platformization of music mastering. *Social Media + Society*, 5(2):2056305119847525, 2019. doi:10.1177/2056305119847525.
- [3] Jonathan Sterne and Elena Razlogova. Tuning sound for infrastructures: artificial intelligence, automation, and the cultural politics of audio mastering. *Cultural Studies*, page 1–21, Mar 2021. doi:10.1080/09502386.2021.1895247.