

Random Music Generator

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Overview

The Random Music Generator will be able to create songs using prewritten melodies and rhythms. The instruments will be synchronized so they do not fall out of time.

The user will interact with the system through a series of web pages. First, they will pick the degree of control they want over the process. They can choose to build up the song entirely by themselves, creating the structure of the song (intro, verse, chorus, etc., and the number of plays for each), let the generator make a completely random, automatic song, or somewhere in between.

Technology

The Random Music Generator will use audio samples written and recorded in Sonic Pi, which comes with a wide range of premade synthesizer tones. Sonic Pi also comes loaded with many samples, including drum sounds, making it easier to write rhythms. These samples are then shortened to their correct length using Audacity to cut out silence from the file. This will ensure that the samples loop correctly.

The pages for the system, like all web pages, will be written using a mix of HTML, CSS, and JavaScript, and requests will be processed using Node.js.

Timeline

3 February: Have web pages formatted and responding to inputs

24 February: Have backend working. Pick up user request and retrieve an audio file

2 March: Update pages to be more user friendly by having a series of blocks for them to drag and drop to make song.

9 March: Give user control over the level of randomness in the song building process