



Project Initial Concept and Design



Introduction

Team Introduction

Team Name: MCS08

Members:

Yeoh Ming Wei Role: Team Leader

Yew Yee Perng Role: Quality Assurance

Toh Xi Heng Role: Software Developer

Introduction

Project Topic

Singing Video Generation with Music Separation

Supervised by Dr Arghya Pal

Project Goal and Deliverables

- Decomposition of music file into two different music files. (Human voice and background voice)
- Generate a music video with a virtual avatar based on the music file .
- Virtual avatar shows emotion, lips synchronization (Humanlike)



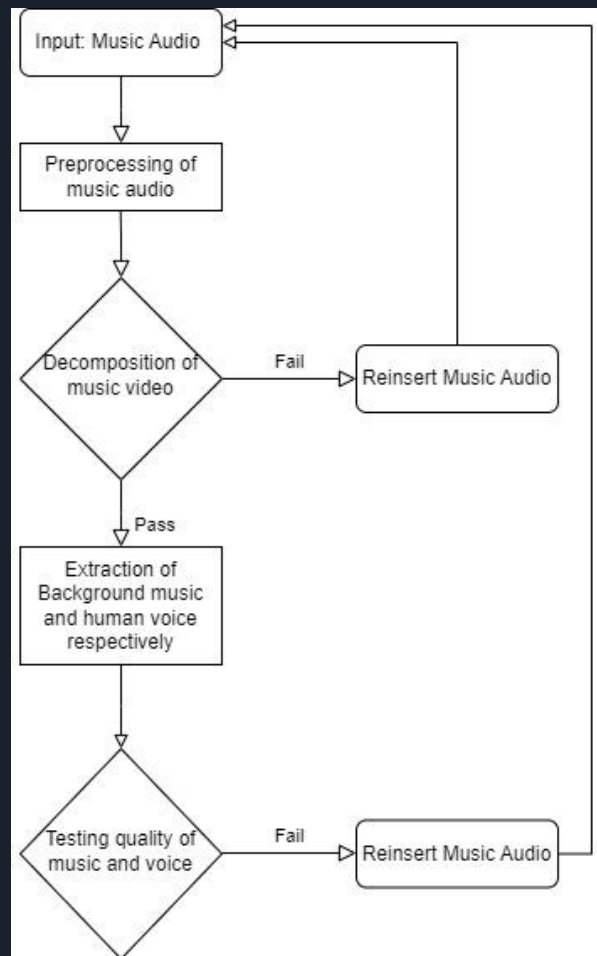
Music Video with an avatar

Flowchart



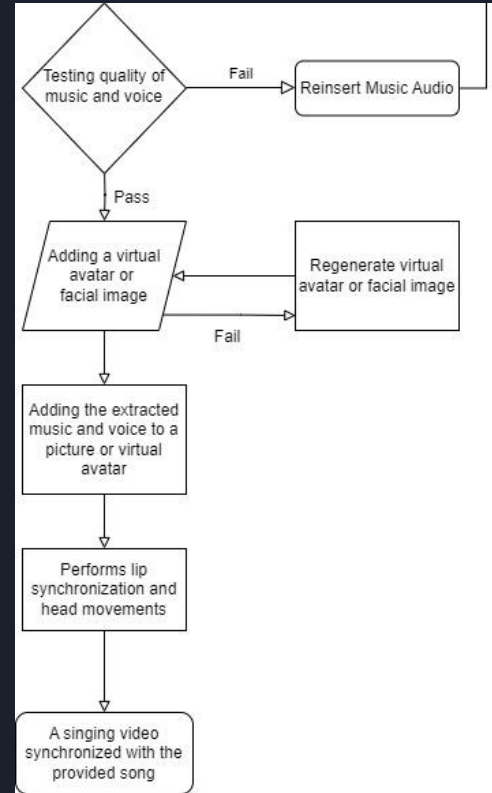
Flowchart (part 1)

- Preprocessing of music audio
 - noise reduction, normalisation etc.
- Decomposition
 - separation of music video
- Testing
 - quality, clarity etc.



Flowchart(part 2)

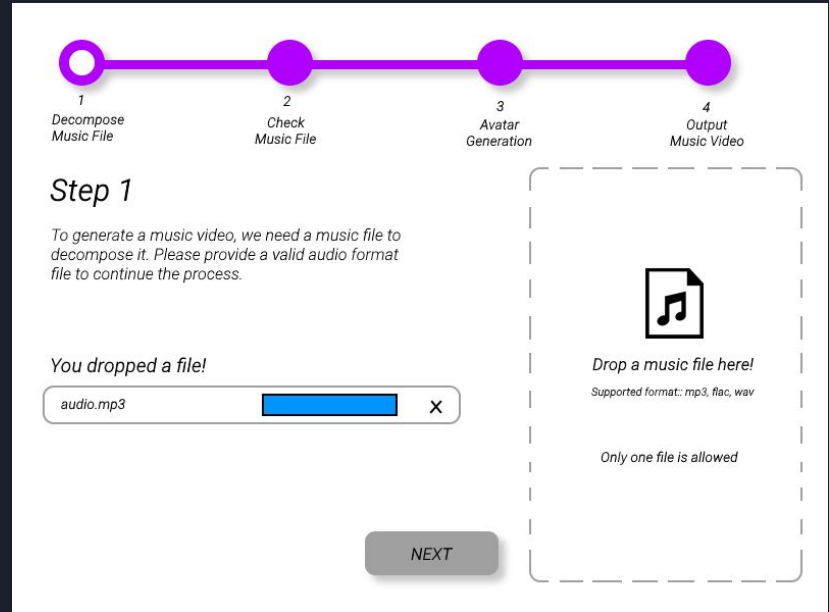
- Integration of virtual avatar
 - graphic image/ real time image
- Lip sync and head movements
 - depending on audio
- Generation of singing video
 - Video done!



User Interface Prototype

First Step

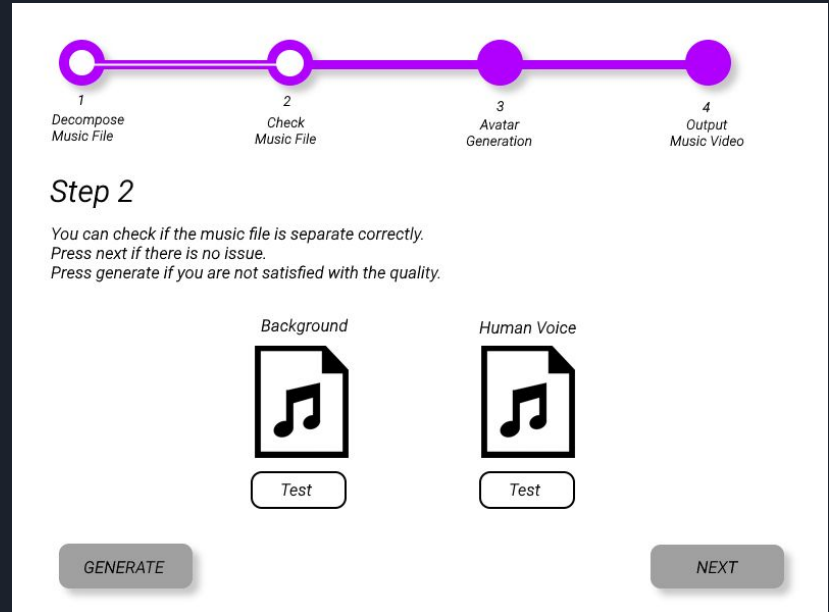
- Allow user to upload music file
- Only one file is allowed to upload
- Commonly used music format such as mp3
- Able to remove music if user made a mistake



User Interface Prototype

Second Step (After decomposing)

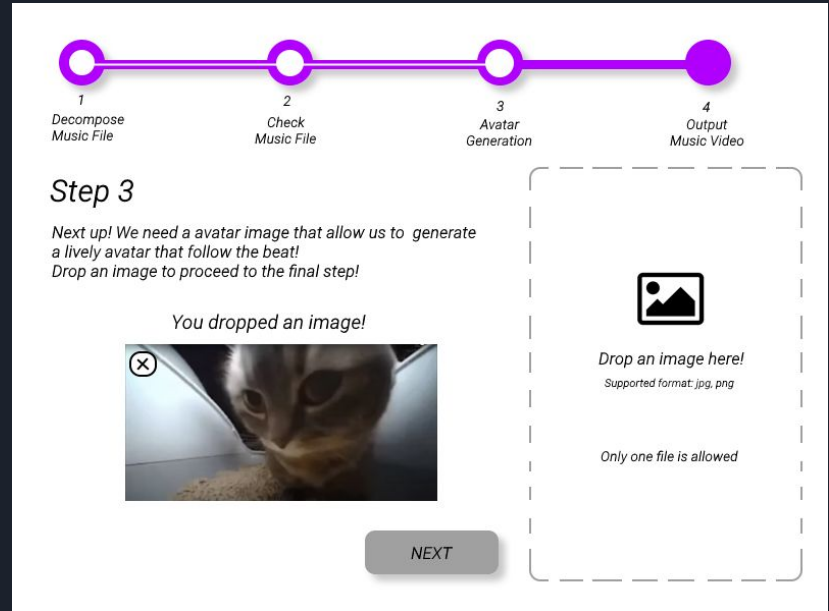
- Allow user to test the music file
- Both human voice and background music can be tested
- Press generate button to decompose again if user not satisfied



User Interface Prototype

Third Step

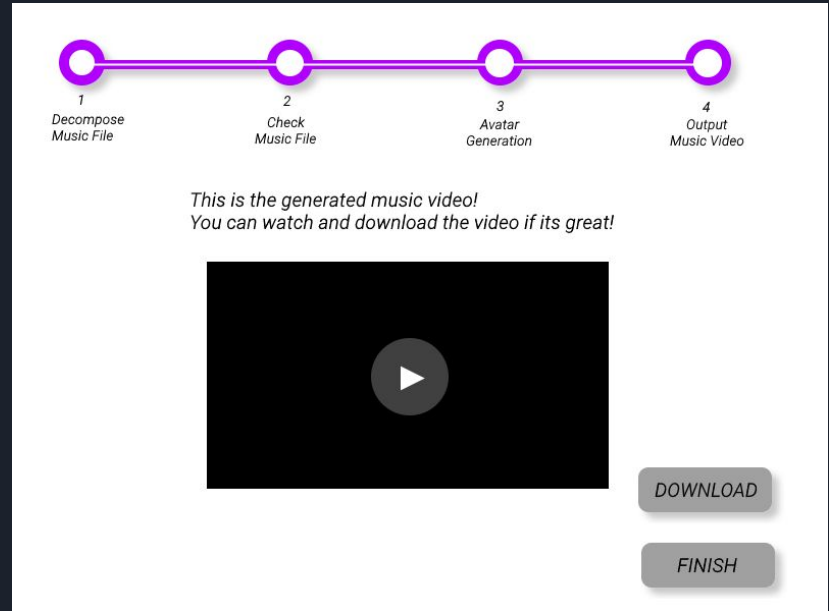
- Allow user to upload an image
- Only one file is allowed to upload
- Commonly used image format such as jpg and png
- Able to remove the image



User Interface Prototype

Last step (After generating music video)

- Able to see the preview video
- Able to download video
- Press finish to generate another different music video.





Software and hardware specification

Software:

- Operating system
- Programming Language
- Software libraries
- Programming language environment
- Frontend programming language
- Backend programming language
- Cloud platform service
- Cloud storage
- Version control
- Project management tool

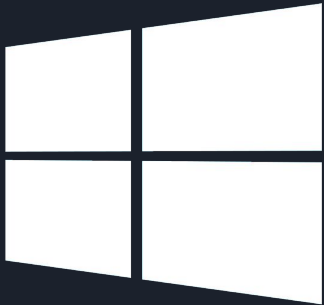
Hardware:

- Student's laptop
- Graphics Processing Unit (GPUs)

Operating system

Windows 10 or later

- Most commonly used by user.
- More user-friendly compared to Linux and MacOS



Windows 10



Win10

69.89%

Win11

26.19%

Win7

2.81%

Win8.1

0.43%

WinXP

0.33%

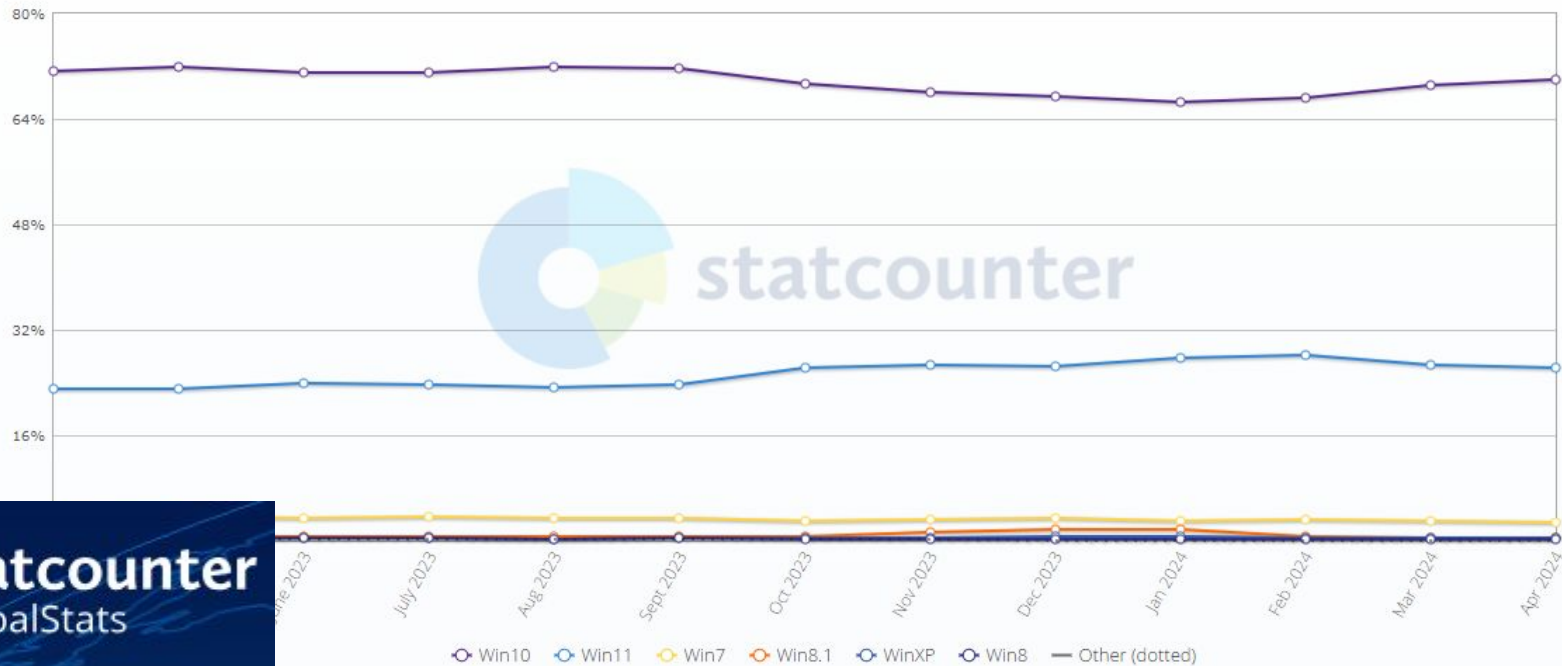
Win8

0.26%

Desktop Windows Version Market Share Worldwide - April 2024

Desktop Windows Version Market Share Worldwide

Apr 2023 - Apr 2024

[Edit Chart Data](#)**statcounter**
GlobalStats



Programming Language

Backend programming language:

- Python



Frontend programming language:

- HTML
- CSS





Software Libraries

PyTorch


- *Used to build and train deep learning models for separating human voice and background music*
- *Facilitate the creation of models that generate a lifelike singing face synchronized with the separated vocals*
- *Used to integrate various components of the project into a cohesive pipeline*



Spleeter

- *Used to separate human voice and background music*

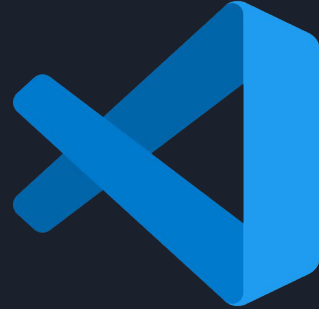




Programming Language Environment & Version Control

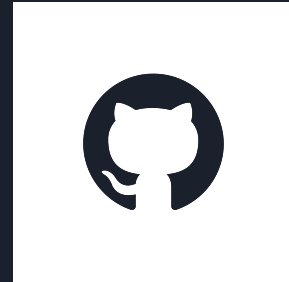
Programming language environment - VS Code

- Support multiple languages
- Can clone repository with GitHub
- Can do live coding



Version control - GitHub

- Easy to clone repository to VS Code
- Able to review the commit history





Cloud Platform Service & Cloud Storage

Cloud Platform Service - Google Colab

- access to GPU(Graphics Processing Unit) and TPU (Tensor Processing Unit) resources
- avoid needing powerful local hardware
- RM47.16 for pro version



Cloud Storage - Google Drive

- Google Colab has integration with Google Drive



Project Management Tool - **Jira**



Hardware

Student laptop

- do prototyping
- do testing for code



Graphics Processing Unit (GPU)

- used to train the deep learning models
- using the GPUs via Google Colab





THANK YOU