

Novelty Assessment Search

System and Method for Separation of Audio and Music from Predetermined Audio Devices Sepa



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Report

On A Song and Playing Them in Separately

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	Features	Title of the Patent
1	US10325615B2	Real-time adaptive audio source separation
2	US20100304812A1	Displaying song lyrics and vocal cues
3	US20250047927A1	Live playback streams
4	US10325580B2	Virtual music experiences
5	US20130203492A1	Interactive music game
6	US11200881B2	Automatic translation using deep learning
7	US10014002B2	Real-time audio source separation using deep neural networks
8	US10325615B2	Real-time adaptive audio source separation
9	US20230325611A1	Video translation platform

Real-time AI Stem Separation	Synchronized & Highlighted Lyrics	Configurable Multi-Device Output Routing
"provides for real-time audio source separation of a combined audio signal into component		"a graphical user interface...allows the end user to set the gains of the separated component signals
	"displaying... a vocal cue. The vocal cue moves on the display in synchronization with a timing component of a	
"source separating an arbitrary digital audio input into a plurality of constituent audio tracks in real-time"	Describes "rich coherent visual representation" of audio, but not explicitly synchronized lyrics .	
	"a player...is able to have an interactive experience with music and motion video graphics...lyrics 213 associated	
Describes using a deep learning model to separate "vocals from musical instruments" .	Not disclosed. The output is a translated audio track, not a visual lyric display for a user .	
Claims a method for "performing audio source separation using a deep neural network (DNN)" to generate		
Claims a method for "real-time audio source separation of a combined audio signal into component signals" with faster-		Discloses a GUI allowing a user to "set the gains of the separated component signals independently" before
Not disclosed for audio/video stems. The focus is on translating existing audio tracks .		

Performance Recording & Streaming	API/SDK Integration	Compliance & DRM
Describes a user "performance" that is scored, but does not explicitly mention recording or streaming of the	The system is described in the context of a "game platform" which implies a structured environment, but does not	Not disclosed, but use within a commercial game implies licensed content .
"the live media is recorded by the client device of the host for transmission to the audience member client device" .	Describes a client-server architecture between a "multi-media platform" and "client devices", implying a defined	"every client device could receive the highest quality media content that their subscription provides." This,
A participant can "play a virtual instrument within the virtual environment" creating a performance within a	Describes user input that can be "independent of the user input capabilities of the A/V presentation platform,"	Not disclosed, but the context of a "platform" for music experiences suggests a managed content environment .
Describes a player having an "interactive experience with music and motion video graphics" which constitutes a	Describes a game system where a player interacts, implying a closed platform rather than external	Not disclosed, but inherent to a commercial rhythm-action game using licensed music .
	Discloses that a user device can access the translation server "through an API" .	
	Implies integration into other platforms (social, AR/VR) which is typically accomplished via API, but does not explicitly	
	Not explicitly disclosed, but its nature as a real-time component for applications suggests an API-driven	
	The platform is designed to receive and process videos from users or other systems, implying an API-based	Mentions "sensitive data redaction of the input video" as a feature, which relates to content control, but is not a

Multi-user Support	Multilingual Support
	Not disclosed, though the lyric display system could handle different languages if the data were provided .
The architecture explicitly supports a "host" and one or more "audience member client device(s)", making it inherently	
Describes a "participant" in a virtual experience, but does not explicitly detail multi-participant interaction in a	
The patent focuses on a single "player" .	
	Describes translating text from an audio source into a target language and generating a "translated audio data" track
	Describes generating a "translated/output audio track that runs in synchrony with the output video" using machine