

Auto-tune

Digital Sound Synth
Jungho Bang

What is it?

Originally intended to disguise off-key inaccuracies

Allowing vocal tracks to be perfectly tuned

Also used as an effect to distort the human voice

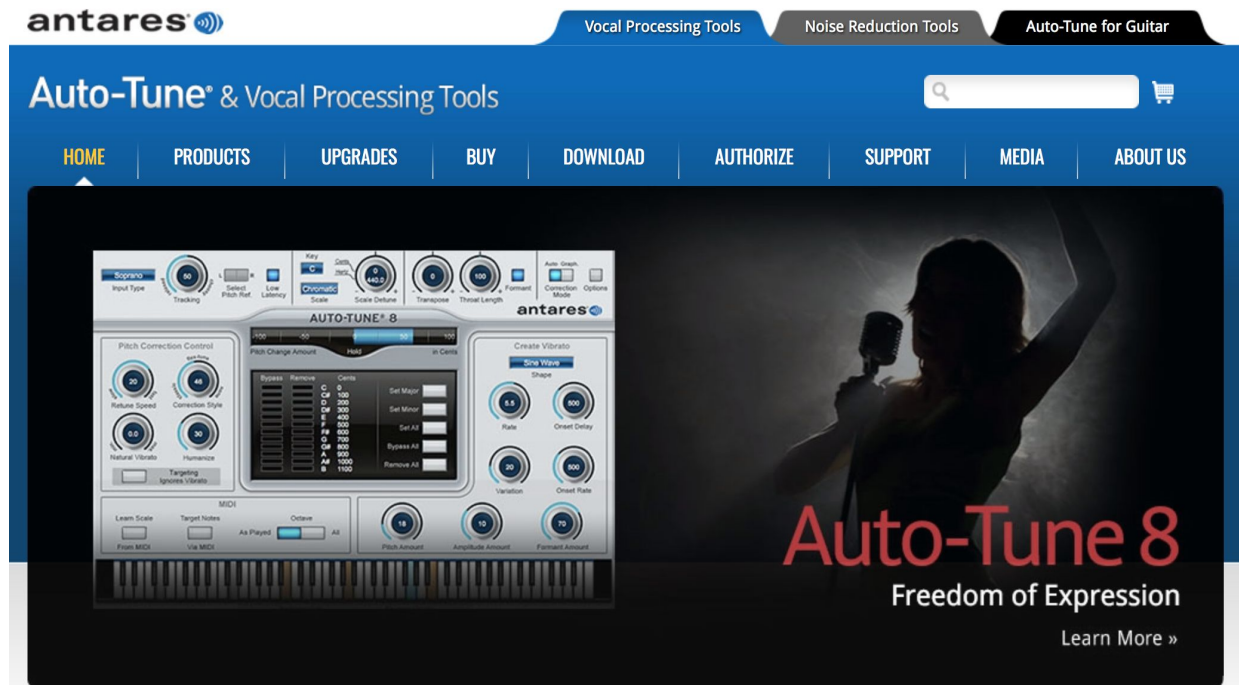
- Pitch gets raised or lowered significantly
- Voice is heard to leap from note to note stepwise



**AUTO-
TUNE**

Fact #1

It is actually a brand name - owned by Antares



Fact #2

Created by Andy Hildebrand, **an oil engineer in Exxon**

Methods for interpreting seismic data

Realized that the technology could be used to detect, analyze, and modify the pitch in audio files

CHER

believe





Softwares



Hardware



Hardwares



A close-up, high-contrast photograph of a Black man with long dreadlocks. He is wearing dark, wrap-around sunglasses and has his mouth open in a wide, expressive smile or shout, revealing his teeth. The lighting is dramatic, with strong highlights on his face and hair against a dark background. The 'vevo' logo is overlaid in white in the top right and bottom left corners.

vevo

vevo

Criticism

Opponents argue Auto-Tune has negative effects on society's perception and consumption of music.

Jay-Z released a song D.O.A. (Death Of Autotune) against this technology.





Charlie
Bit Meo

How it works

Scans their vocals

Finds any notes that don't adhere to that scale

Pulls them back to the "correct" pitch

```
// ***** Auto-tune *****  
// Pitch tracking  
inlet => PitchTrack pt => blackhole;  
512 => pt.frame;  
4 => pt.overlap;  
  
// Pitch shift  
inlet => Delay del => PitShift ps => outlet;  
pt.frame()::samp => del.delay; // wait for the pitch tracking?  
1 => ps.mix;  
1 => ps.shift;
```

```
pt.get() => float pitch; // get current pitch
if (pitch <= 0) // if not tracked
    continue; // pass this iteration

pitch => float target;
if (mode == 0) { // just quantizing to nearest key
    pitch => Std.ftom => Math.round => Std.ftoi => Std.mtof => target;
} else if (mode == 1) { // find closest among given list of keys
    closest(pitch) => target;
} else if (mode == 2) { // use given frequency (interactive)
    freq => target;
}
target / pitch => ps.shift; // perform autotune
```