BeethovEN

Creating Music Through AI

Team

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Project

The application of deep learning techniques has brought about a revolutionary change in computer vision and natural language processing fields. Its impact is not limited to just classification, but it also includes generative tasks, resulting in the development of highly realistic images and artificially generated news articles. However, the impact of deep learning in the audio domain, especially in the field of music, is still not well-explored. The present project aims to explore this domain by developing novel neural network architectures for generating new music.

System Design

Achievements

We have utilized several deep learning techniques to tackle the challenge of generating music, and the outcomes have been mixed. Initially, we used a recurrent neural network model as our baseline approach for generating single and multiple tracks. And developed a more advanced melody net to combine multiple instruments and harmonize them
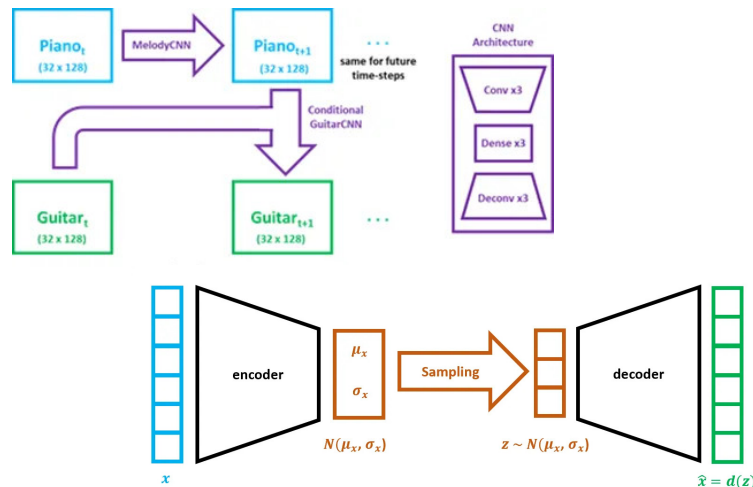
Challenges

Since music is a form of art, it can be difficult to evaluate the quality of the generated output since it depends on individual taste and preferences. Additionally, creating music that sounds both original and pleasing to the human ear is a difficult feat that requires an understanding of complex musical structures and patterns.

Future

With the help of AI, musicians and composers can enhance their creative processes and experiment with new sounds and styles. AI models can also provide valuable insights into the patterns and structures of different musical genres, paving the way for new discoveries and innovations. Additionally, the ability to generate high-quality music with AI can democratize the music industry and provide opportunities for emerging artists who may not have access to traditional recording studios or resources. Overall, the future of music generation with AI is full of possibilities, and we can expect to see continued growth and development in this field.

Technologies: