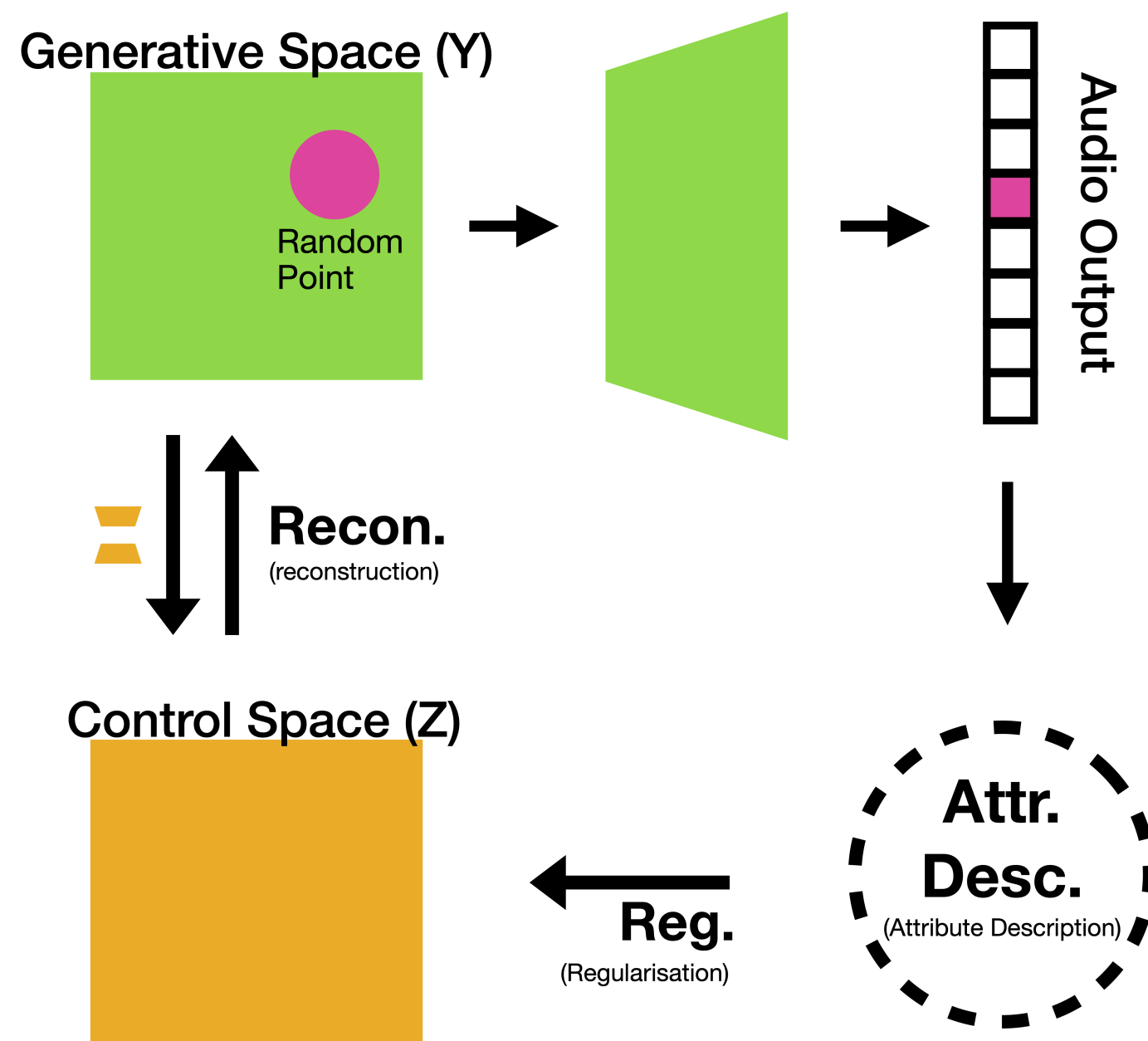


Latent Spaces for Human-Computer Audio Manipulation

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Finding

We can learn consistent mappings for a range of unseen, pre-trained generative VAEs by creating additional control VAEs regularised on attributes of their output.

Question

Beyond visual and textual-semantic, what types of latent representations might be helpful for interacting with musical audio?