

# Music & the Internet

## MUMT301

Gabriel Vigliensoni  
Schulich School of Music  
McGill University

# Plan

- Last class:
  - Music APIs (Last.FM, Musicbrainz, Echonest Labs)
  - Final project proposal presentation guidelines
  - Project proposal draft round
- Assignment 7 review
- Web-based sound generation
- Web-based recording and sequencing applications
- Web-based collaborative applications
- Break
- JavaScript libraries for sound generation and processing
- In-class exercise

# Final project proposal

The final project proposal consists on:

1. The submission of a written **project proposal**.

- You will write the abstract of your project, describing the main **goal** of the project, dividing it into **sub-goals**, and arranging them into a **timeline**.
- You must also present **references**. These may be **bibliographical**, **code** examples, **music** examples, **software** applications, or any kind of **creative** or **intellectual work** that you think is relevant for the development your project.
- The report should be 2 pages long, 11 pt, single-spaced.

# Final project presentation guidelines

## 2. The presentation of your project proposal.

- You will present your project in class by means of a powerpoint-style slide show or an HTML webpage.
- You will describe your **goals** and **sub-goals**, and will present the **references** you consider relevant for doing your project.
- The presentation will be **25 minutes** (15-minute presentation, 10-minute round for questions).

The final project proposal presentation will be on Tuesday, 3 December

The final project submission is due on Monday, 16 December

# Final Project Proposal draft round

# Assignment 7 review

- <https://mumt301.github.io>

# Web-based systems for music making

- Synths
- Sequencers
- DAW
- Drums
- Samples

# Web-based instruments

- <http://www.gurchet-rai.net/apps/sequencer/>
- [www.tony-b.org](http://www.tony-b.org) (use Flash)
- <http://www.angryoctopus.co.nz/?cat=5> (IE only!)
- <http://websynths.com/>
- <http://juno-106.js.org/>
- <https://html5drummachine.com/virtual-drum-machine/>



# Web-based instruments

- <http://websynths.org/>
- [modular](#)
- <https://www.modulargrid.net/e/racks/synth/65491/3012>
- <http://www.infinitestringquartet.com/>
- <https://www.patatap.com/>
- <http://www.bitwisemusic.com/>
- <https://musiclab.chromeexperiments.com>

# Web-based music sequencers and DAWs

- [AudioSauna](#)
- [Soundation](#)
- [AudioTool](#)
- [AmpedStudio](#)
- and many others ....
  - [UJAM](#)
  - [Bandlab](#)
  - [Soundtrap](#)

# Collaborative music production

- <https://www.looplabs.com/beta>
- <https://www.ohmstudio.com/> (web-based collab + client)
- <https://blend.io/>
- <http://www.cockos.com/ninjam/> (distance jamming and collab!)

# Web-based post production

- Mastering:
  - [Cloudbounce](#)
  - [Masteringbox](#)
  - [Landr](#) (Montréal-based!)
- Post-production:
  - <https://auphonic.com/>

# Free sounds

- <http://www.downloadfreesound.com/>
- <http://www.freesfx.co.uk/>
- <http://freesound.org>
  - crowd-source
  - most comprehensive one

# Coding environment and Javascript libraries for sound generation and processing

- [Pizzicato.js](#)
- [timbre.js](#)
- [Tone.js](#) ([more demos](#))
- <http://jazz.computer/> (Awesome!)

BREAK

# JavaScript

- [mumt301.github.io](https://mumt301.github.io)