AutoMelodyGen

Generating random musical melodies using pure data

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Introduction

Musical Licks

- A stock pattern with short series of notes
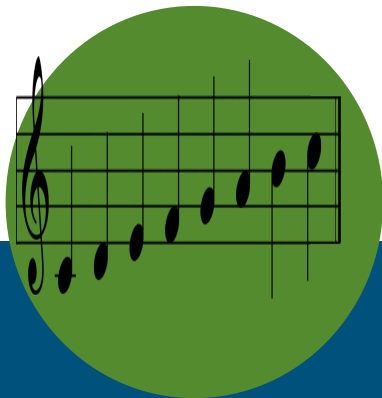- Solos are often improvised from licks

Random Note generation:

- Can help in generating note sequence which can help in improvising and create our own melodies.

What we are doing?

- Create a music solo algorithmically.

- Random note generation the core idea.

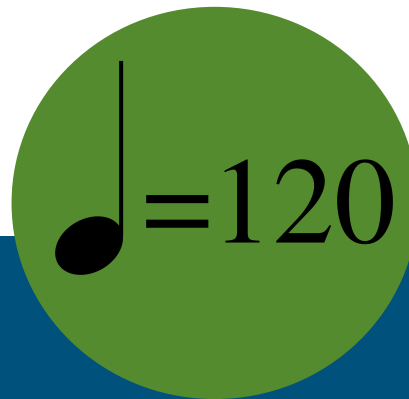- Take a root note and create solo on that scale.

Main Components

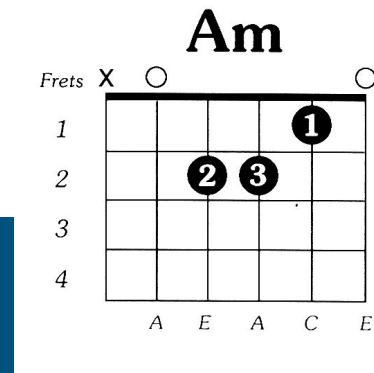**The scale**
Major, minor, blues, pentatonic

Note generated
Quarter note, whole note,
Eight note etc.

Beat count
♩=120

Chords
Am
Power chords in our example
Root and fifth

How it's done -> PureData + DAW

- A pure data patch.
- Select your key.
- Select the beat count.
- Select the musical scale.
- Random note duration: A single note type scale too boring.
- Chords generated on whole notes and half notes and generated randomly with other notes.
- Output as a MIDI message sent to DAW. Here Ableton live is used for demo.

Not perfect!!!

- No triads or triplets. Also we have only 4/4 timing.

- Only power chords used. More richer sound by other chords.

- Sometimes a particular note sequence or style is important in some scales (Blues music!!).

Possible Future improvements

- Use standard programming language for scale generation. Use pure data for sound and play.

- Implement in a mobile device using lib-pd.

- Generate the notes as staff notation which the user can also edit (An app maybe !!).

Thank You

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