



Making Music In the Cloud

Cloud models for music software

Digital Audio Workstation in the cloud (like ProLogic)- legacy

Microservices- mixers, encoders, media service

Serverless- instruments that return audio, beat generators

Cloud native empowers inclusive, worldly design

Start with lyrics, or music, or a beat- different paths to a finished song

Localized instruments, services running around the world

Protecting the mix- use GitHub, IAM, or shared secrets

Collaborators don't need a computer, just a browser

Rethinking Music Making For The Cloud

Specialists can focus on tiny services- instruments, filters, etc....

Music happens offline- creative offline work feeds into the compute services

Apply a cloud instrument or beat to a traditional track

Compose across time and geographic boundaries

Can't make all music in the cloud!

Web latency blocks realtime improvisation

Don't break up a working band!