Audacity and Computers in Music

Roger B. Dannenberg

Professor of Computer Science and Art & Music Carnegie Mellon University

Abstract

The goals of this talk are to introduce the free audio editor Audacity as a tool for the practicing musician and to briefly survey some other music technology. Audacity was designed and created originally by Dominic Mazzoni and Roger Dannenberg at Carnegie Mellon University. I will quickly review some basic editing operations: import, tracks, cut, copy, paste, delete, undo, envelopes, effects, and then look at time stretch for transcription, plot spectrum and looping for pitch estimation and intonation, and click tracks and time measurement for rhythmic accuracy. I will then show some other technology I've played a role in developing, some available now and some for the future, including SmartMusic, MusicProdigy, SoundCool, and the Human-Computer Music Performance project.

2

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Overview

- What is Audacity?
- Where do I get it?
- Basic editing operations
- Transcription
- Pitch estimation and intonation
- Click tracks, rhythm, timing
- Other cool stuff:
 - MusicProdigy, SoundCool, and the Human-Computer Music Performance project.

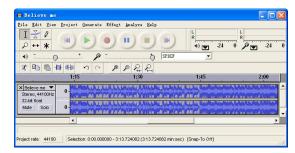
3

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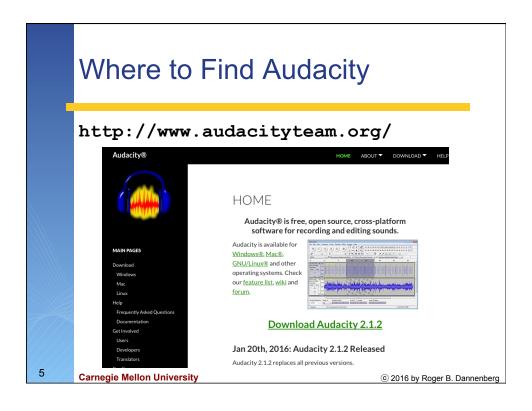
What is it?

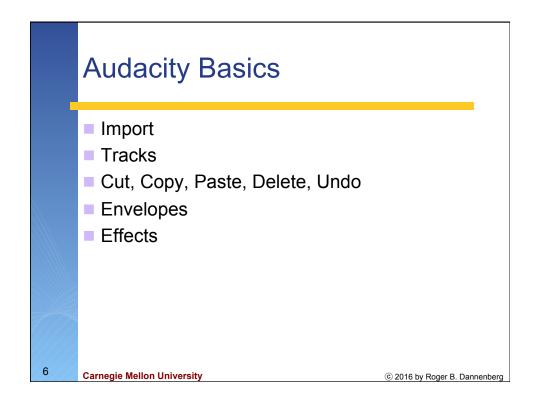
- Audacity was designed and created originally by Dominic Mazzoni and Roger Dannenberg at Carnegie Mellon University.
- An AUDIO EDITOR:



4

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Time Stretch

- Transcription
- Playing along with recordings

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Pitch

- Plot Spectrum
- Looping

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Click Tracks and Timing

- Creating a click track
- Analyzing timing

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"Cool Stuff"

- Human Computer Music Performance
- Music Prodigy
- Soundcool

10

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Arrangements: Flexibly Adapting Music Data for Live Performance

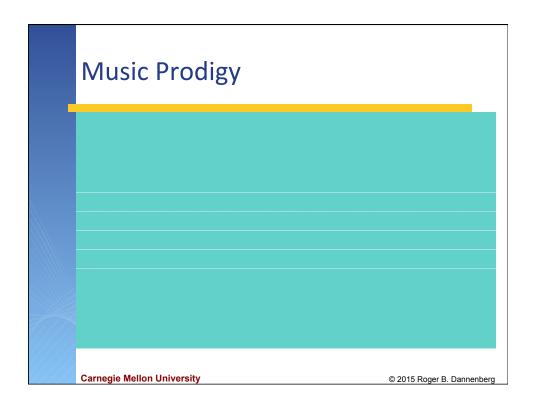
Roger B. Dannenberg Andrew Russell

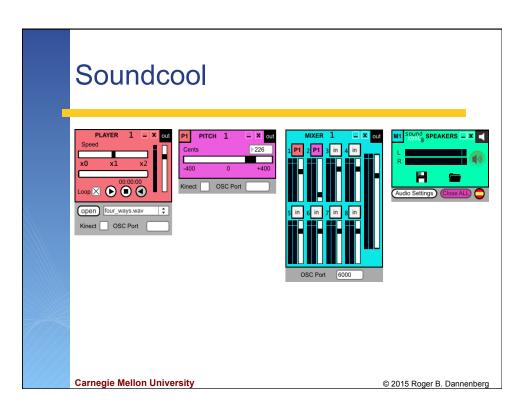
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Conclusions

- Audacity for all your simple audio editing needs
- Advances in Computer Music Understanding lead to new capabilities for making and learning music.

16

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