



Natural Melodies

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Concept

- **1) sleep music**
- **2) piano music that is resembling sounds of nature**

Phase 1

- Collect sounds
- Convert to midi
- *Generating piano music with transformer t*
 - a priming sequence with which the model continues from.
 - Different ambient nature noise (ex: ocean, wind noise) melody accompanied by the model

Phase 2

- Use music VAE (to interpolate between two sequences)
 - first tried this with regular beats
 - couldn't get any good results
 - Did more research
 - ...

Phase 3

- Audio Style Transfer
 - Length of audio
 - Background noise
 - Adding in combination
 - Style vs content
 - Selecting audios

Phase 4

- Melody RNN
 - Adjusting number of sequences and temperature

Results - initial ambient noises



Results



Phase 4.5 -Results



Future Possibilities

- Expand beyond piano music
 - Guitars, drums, etc
- Varying Intensity
- Attempting more audio files