



Music Technology MIR Motion

27/04/2021



Hi!

My name is Lucas

Co-founder & Director of Scienseed

Timeline of the project

Briefing for MIP-Frontiers video

1. Context - overview of the project

The field of Music Information Retrieval (MIR) involves the use of information processing methodologies to understand and model music, and to develop products and services for creation, distribution and interaction with music and music-related information. It is an interdisciplinary field combining disciplines as diverse as computer science (machine learning), telecommunications (signal processing), musicology, and psychology (music cognition).

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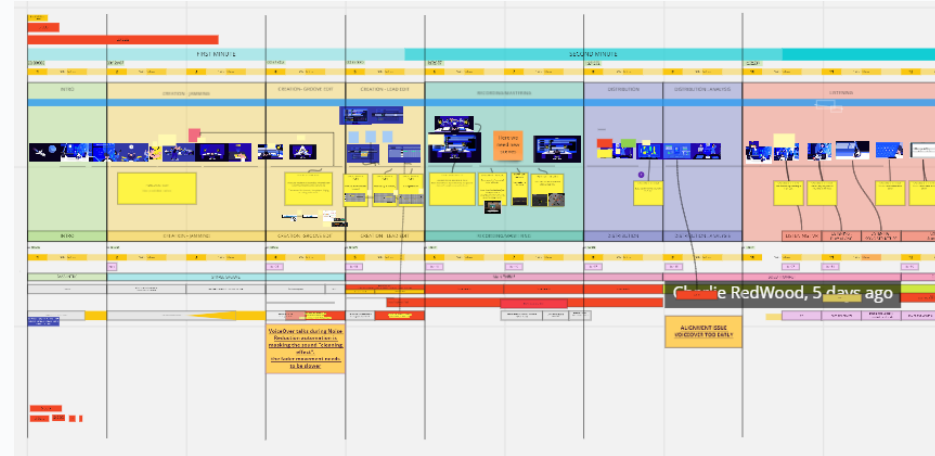
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Briefing

Script

Storyboard

Training

Storyboard proposal

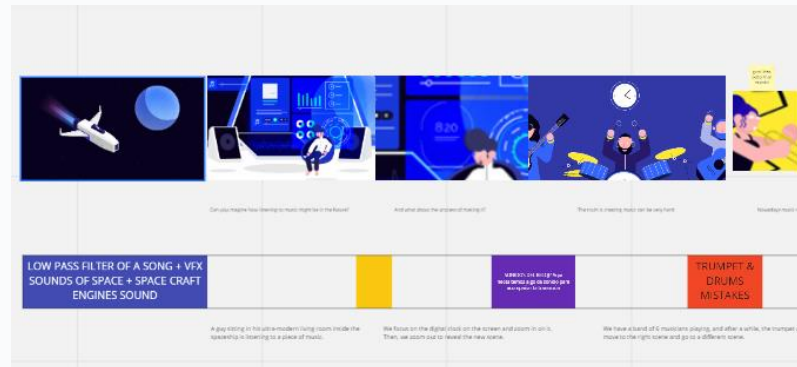
Draft Animation I

Draft Animation II

Final Animation

2. Two dimensions

1. **Image and voice should cooperate:** avoid redundancies
2. **Placing complexity:** voice or image?
3. **Being creative:** beyond "showing" images
4. **Coherence:** the pact with your audience



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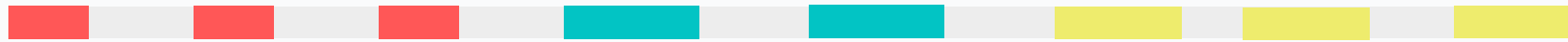
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Draft
Animation I

Draft
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Final
Animation



Briefing

- The **goal** of this video is to promote research careers on Music Information Retrieval (MIR) among young people
- We want to show its research and industrial potential
- The **target audience** are university students, especially students interested in both science/engineering and music
- Duration of video: **3 minutes.**

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2. Two dimensions

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2. Placing complexity: voice or image?
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Training

- Dealing with two dimensions
- Script writing basics
- Script structure
- Transitions
- Storytelling
- Storyboarding

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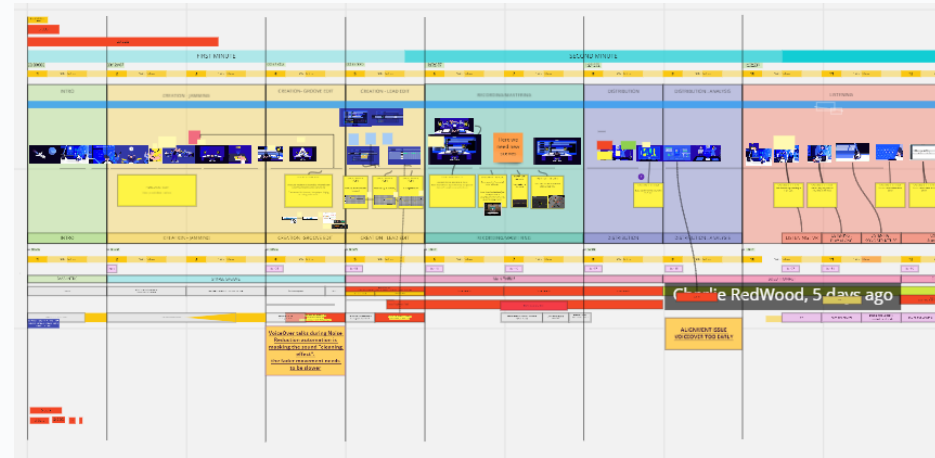
- **Futuristic** setting
- Process of creating music
- **MIR**: research field that supports creation, production and distribution.
- **Creation**: isolate voices, transcribe, orchestrate.
- **Recording**: Edit, final mix
- **Distribution**: genre classification, emotion analysis, tagging...
- **Listener experience** (concert, playing, transcription)
- Who makes this possible? ---> **MTG people**
- Call to **action!**

Script

Scene	Timeline	Voiceover	Description of the action	Sounds / Music
1. Intro: (Mr. Listen)				
Intro	00:00 - 00:15		Spaceship floating in the space and as a subtitle "Somewhere in space in 2080 ..."	spaceship noise (typical sci-fi sounds EFX)
			Zoom in the space ship. A guy sitting in his ultra-modern living room (e.g. something like this) inside the spaceship.	click - click - click (browsing EFX)
		Since ages, people have been listening to music but...	We see him from behind while choosing the right piece of music on a futuristic screen (like the one on the top image here but much bigger or like this one). When he finds the right music he relaxes on the sofa/space-chair (e.g. those). Maybe with a cat on his legs (actual quote, Mrs Listener with the cat , e.g. lofi girl Ahsoka or Cyberpunk)?	MASTER.main_theme (~10 sec)
Transition (Zoom out- Zoom-in)		Have you ever wondered how this music is created, processed and distributed?	Zoom out of the spaceship and zoom in another galaxy-earth-continent-country-city- dirty rehearsal room where a band is thinking about a song	MASTER and <i>fading out / away EFX</i> as the camera zooms out
2. Creation: (musicians, MIR avatar)				

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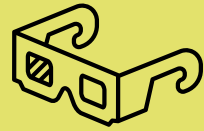
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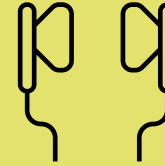
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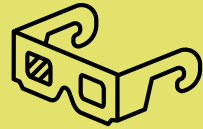


SCREEN



**VOICEOVER
& MUSIC**

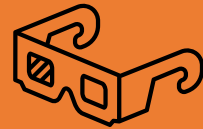
Storyboarding



SCREEN





VOICEOVER



MUSIC!

Storyboarding

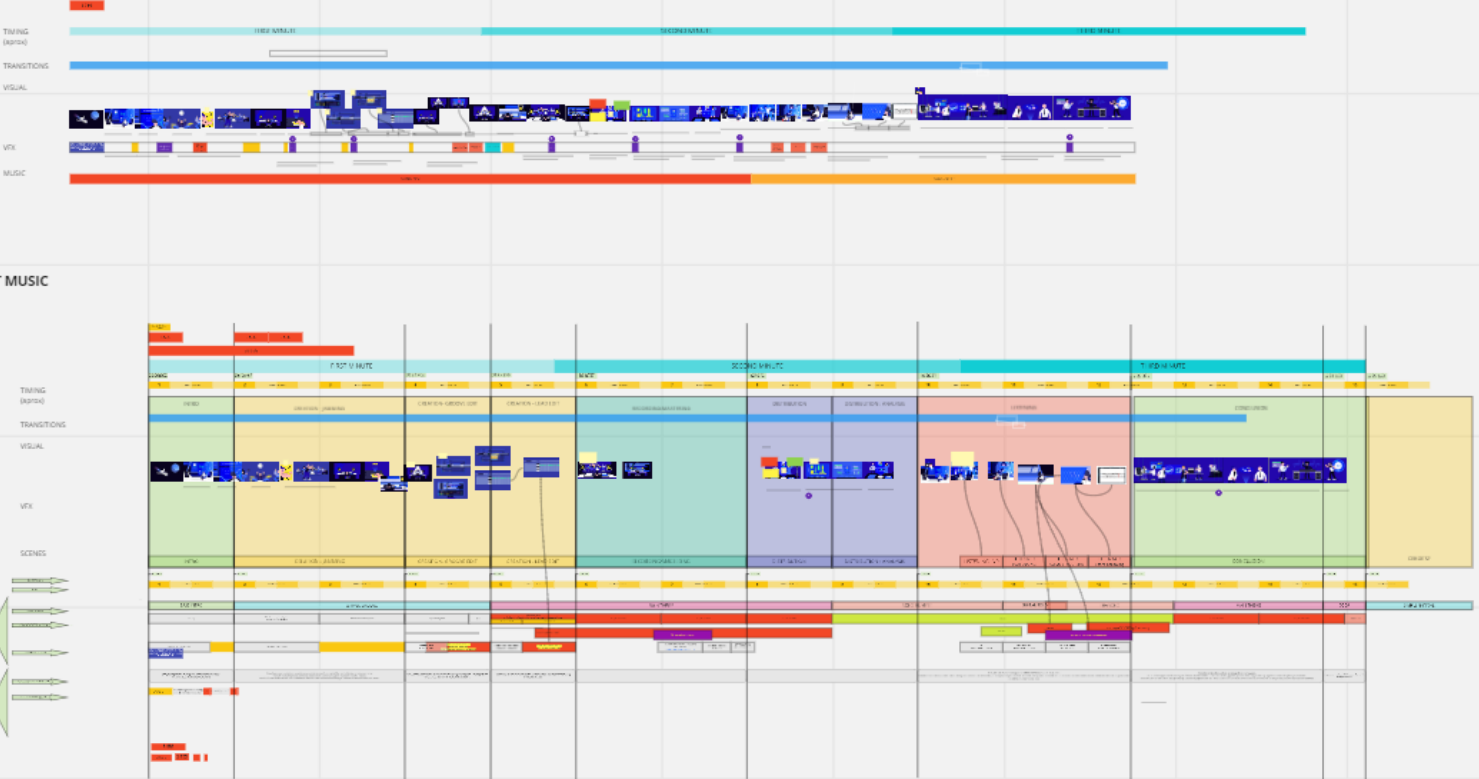
miro | Music Technology Group ☆ | 



EDIT MUSIC

TODO:

- selezionare gli eventi sincroni da quelli asincroni
- preparare file reaper con stem multitraccia (per Albi)
- @Sean: armonia 4 voci
- @Teo: oud
- @Ella: rifare piano con midi
- @Diego: sistemare qui
- @Albi: multitraccia da protocols



Storyboarding

LOW PASSED / FAR LISTENING

LOW PASS FILTER OF A SONG + VFX
SOUNDS OF SPACE + SPACE CRAFT
ENGINES SOUND

LO-FI INDOOR RECORDING

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3 SEG

Can you imagine how listening
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1SEC


1/3


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1/3

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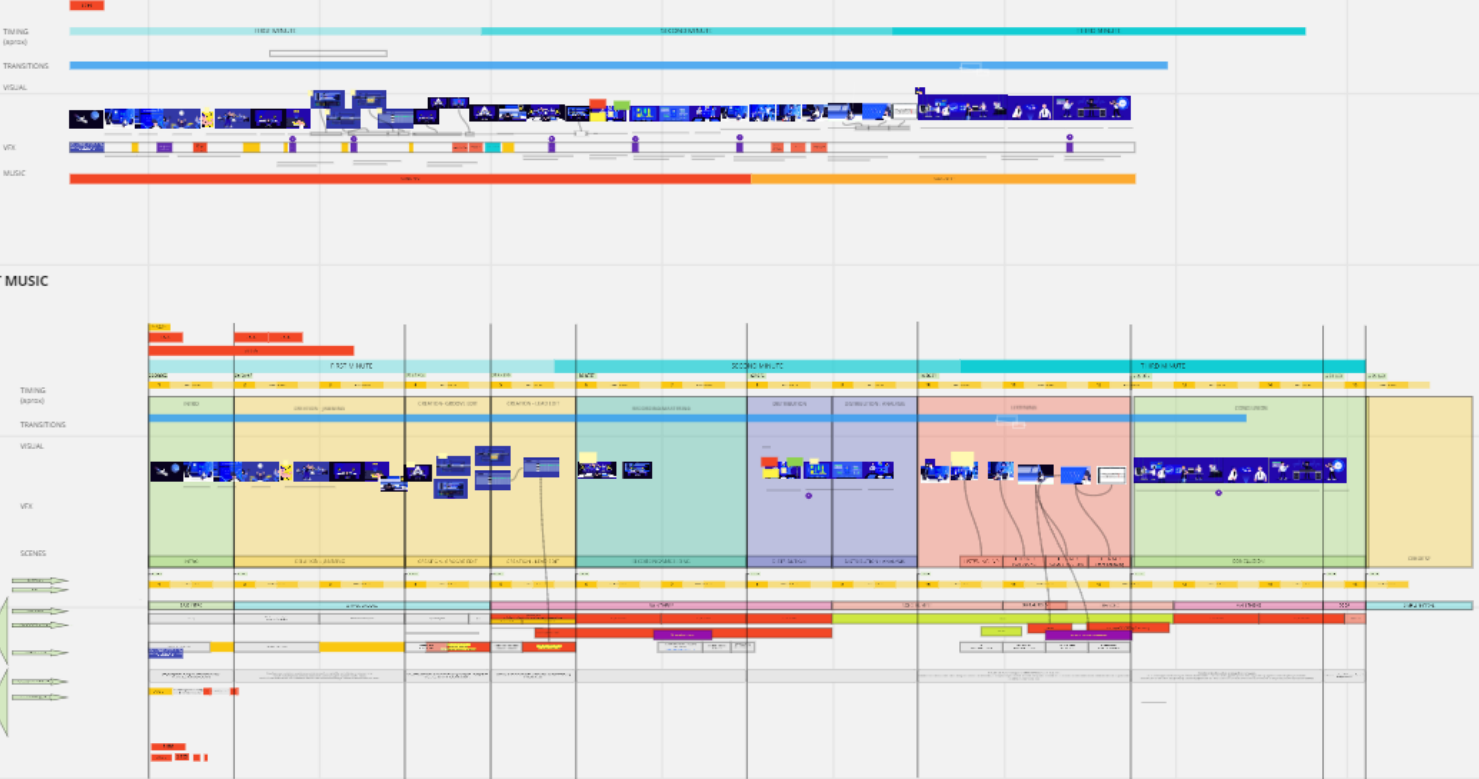
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Storyboarding



Storyboarding

Storyboarding interface showing a timeline and various tracks for a video project.

Project Info: Story Group ☆ | Upload icon

Timeline: 00:00:000 to 1:02:237

Tracks:

- TIMING (aprox):** 1, 2, 3, 4, 5, 6
- TRANSITIONS:** (Empty)
- VISUAL:** (Empty)
- VFX:** (Empty)
- SCENES:** INTRO, CREATION - JAMMING, CREATION - GROOVE EDIT, CREATION - LEAD EDIT
- MUSIC:**
 - TRANSITION
 - FADE
 - SCENE START
 - SCENE END
 - SCENE CUT
- VOICEOVER:**
 - VOICED OVER
 - VOICED OVER

Visual Elements: The storyboard includes a sequence of video thumbnails showing a character in a blue environment, transitioning through various scenes and editing points.

Text Elements: The storyboard contains several text blocks, including a large "FIRST MINUTE" title, scene labels, and a detailed paragraph of text in the lower right section.

Timeline Markers: The timeline is divided into six segments, each with a duration of 1:38:00. The segments are labeled 1 through 6.

Color Coding: The storyboard uses a color-coded system to distinguish between different types of content: green for scenes, yellow for jamming, blue for groove editing, and red for lead editing.

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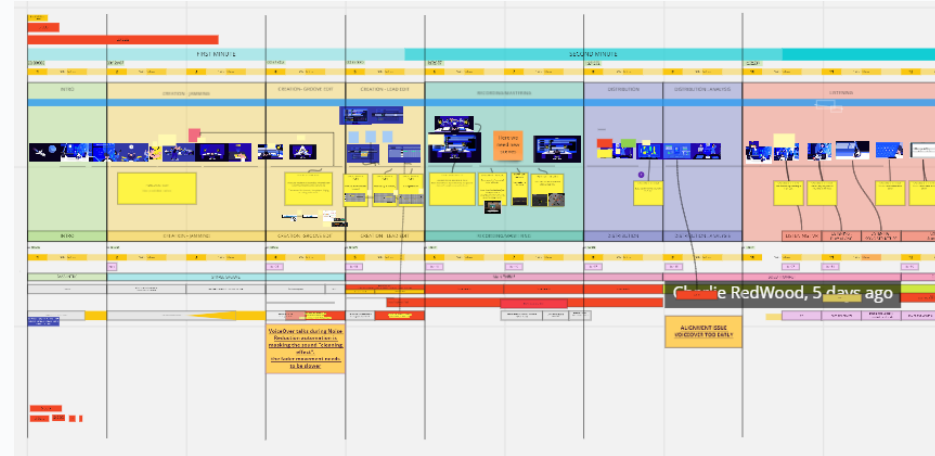
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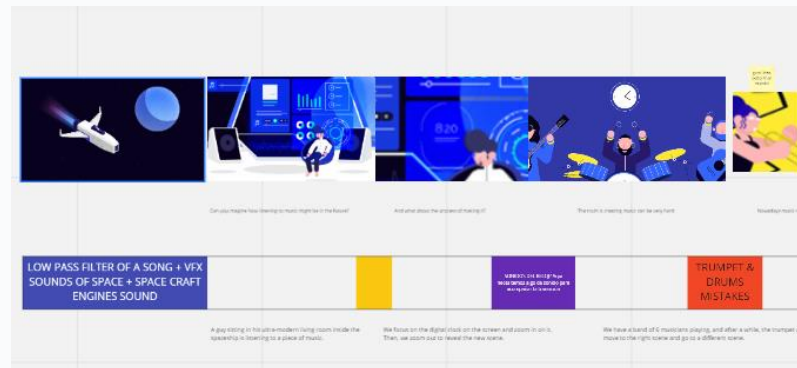
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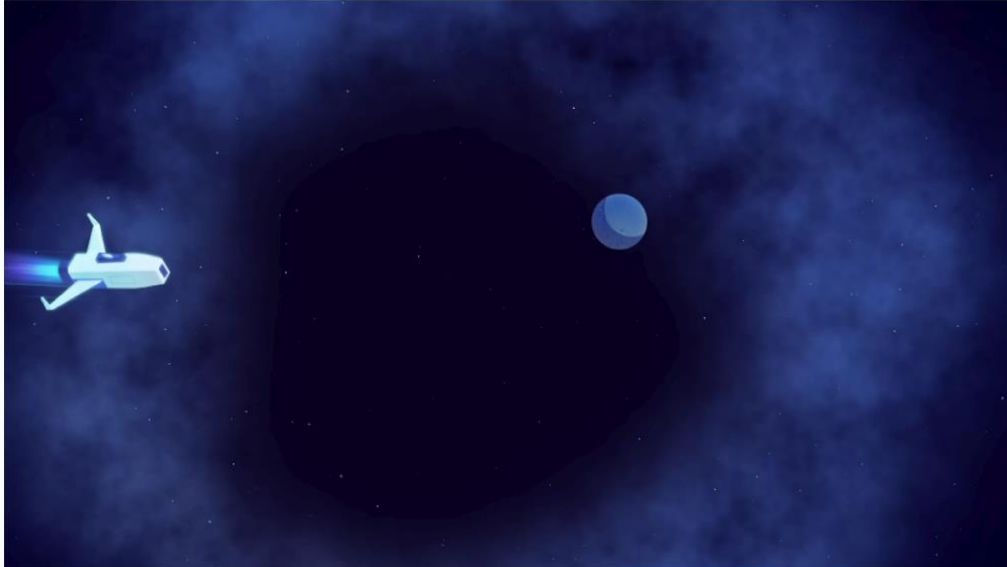
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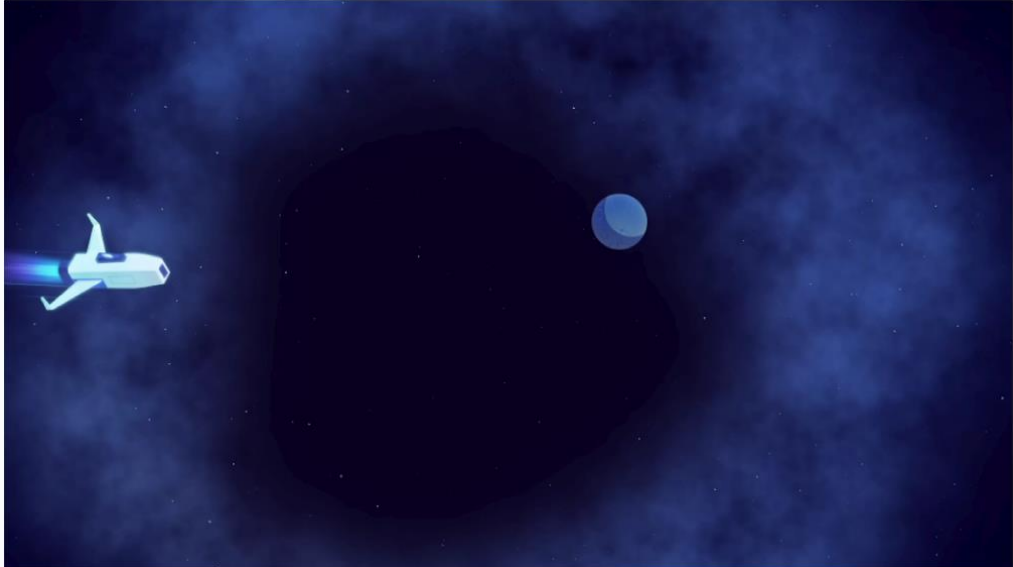


Feedback I



- **Branding issues**
- Diversity in characters
- Name of the sections to **underline the structure.**
- **Waveforms** could be more realistic.
- **Instruments not matching the music**
- **Editing** Raw recording. NG. Source sep. Transcription & harmonisation.
- **Recording** musicians behind the window. Audio morphing is missing, spatialization not clear.
- **Distribution** ~~marketing team~~, automatic analysis vs mandela logo
- **Listening** electric guitar, mirrored screens, transition to MTG
- **Conclusion** cloud with symbols researchers not musicians.

Feedback II



- **Waveforms still not realistic enough.**
- **Creation:** bass strings, add “composition” tag. NG two bars. Some tags are wrong.
- **Recording:** studio equipment missing, DAW showing multiple waveforms, update spatialization.
- **Music Recommendation:** syncro issues, spectrogram dynamism, music genre
- **Listener experience** branding
- **MTG plots in background**
- Call to **action: upload voiceover**

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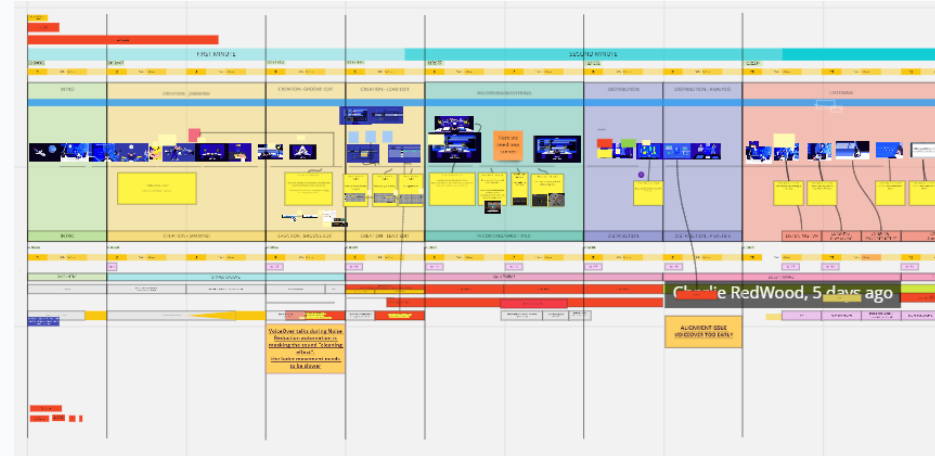
MIR can also improve the experience of the listener. Thanks to virtual reality, you can listen to a song as if you were in a real concert, or even play with your favourite musicians, or simply relaxing at home.

You can discover curious facts about the music you are listening to, get to know new instruments or uncover the secrets behind a song's structure. You can even follow the score in real-time!

Music Information Researchers aren't superheroes or wizards. MIR is the result of the joint efforts of computer scientists, psychologists and musicologists. If you join the research field, you will be part of a multidisciplinary experience that involves math, computer science and perception.

You will be involved in creating new tools to experience music in hitherto unexplored ways.

Do you want to be a MIR researcher of the next generation?



Briefing

Script

Storyboard

Training

Storyboard proposal

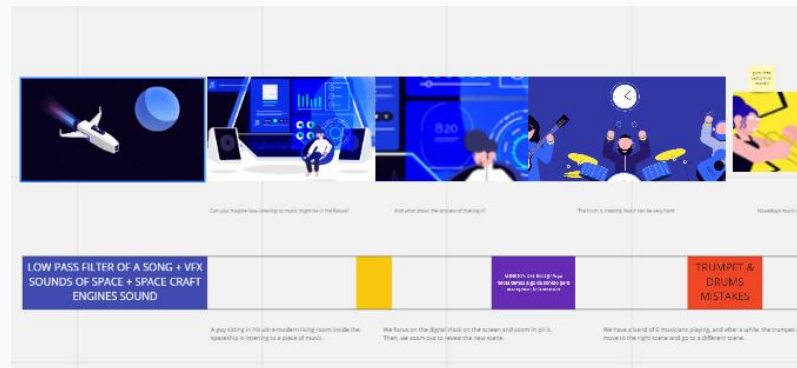
Draft Animation I

Draft Animation II

Final Animation

2. Two dimensions

1. **Image and voice should cooperate**; avoid redundancies
2. **Placing complexity**: voice or image?
3. **Being creative**: beyond "showing" images
4. **Coherence**: the pact with your audience





Thank you!

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