

X-Micks

Interactive Content Based Real-Time Audio Processing

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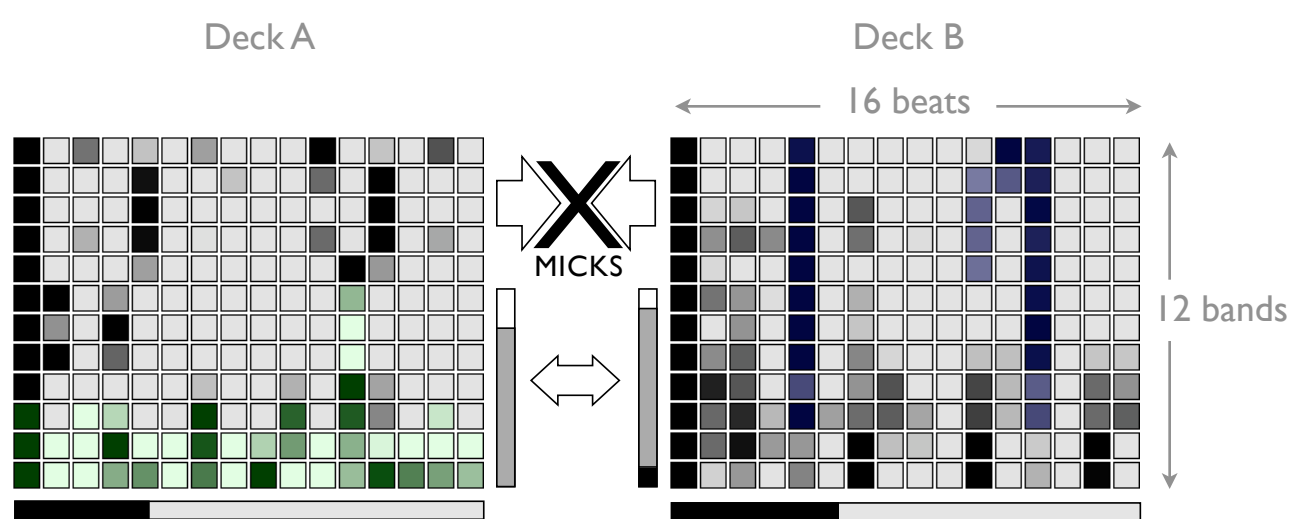
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“Interactive Content Based Real-Time Audio Processing”,
an emerging paradigm:

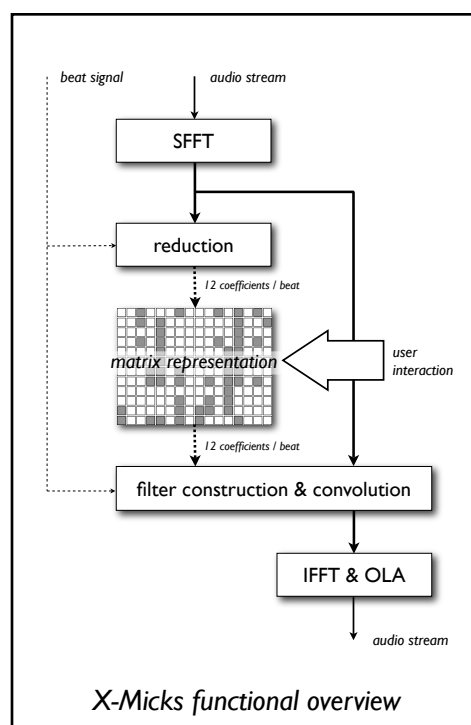
- Real-time rendering of the interaction interface according to the audio content
- Robustness and intuitiveness of the representation in terms of interaction with
- + Integration of off-line analysis with real-time analysis and re-synthesis

The X-Micks example, re-mixing two beat synchronized songs on the fly

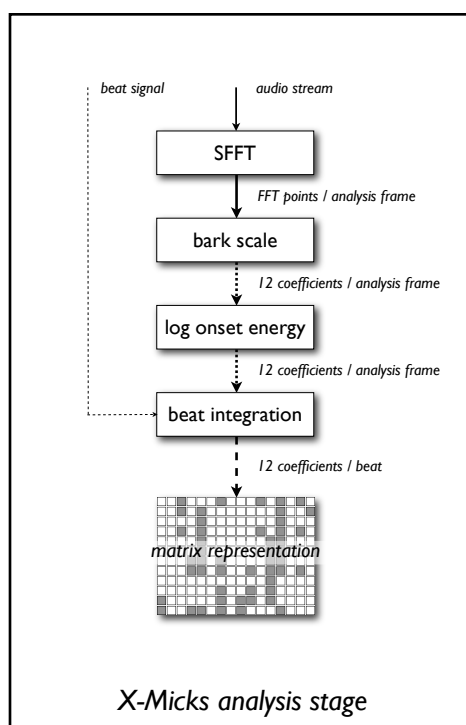


X-Micks 3 graphical user interface

X-Micks implementation



X-Micks functional overview



X-Micks analysis stage

Gabor/FTM

<http://www.ircam.fr/ftm>

- optimized data structures for Max/MSP
- overlap add audio processing operators
- audio extractors and SDIF support

A collaboration with *Native Instruments*

using *Max/MSP Pluggo*



Developed in the framework of the European project *SemanticHiFi*.