



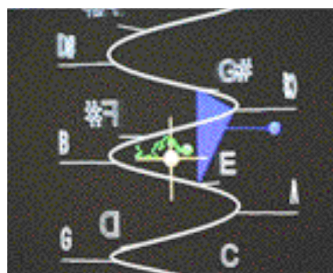
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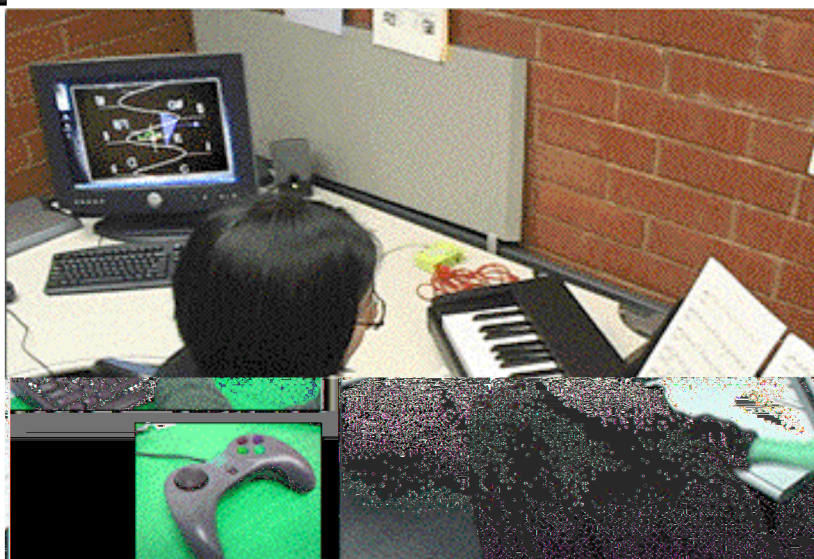
A National Science Foundation
Engineering Research Center at the
UNIVERSITY OF SOUTHERN CALIFORNIA

PRINCIPAL INVESTIGATOR

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MuSA.RT



Co-PRINCIPAL INVESTIGATOR

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BRIEF DESCRIPTION OF DEMONSTRATION

MuSA.RT – Music on the Spiral Array . Real Time – is an interactive environment for content-based music visualization. MIDI output from a live performance is mapped to the Spiral Array model, revealing important pitch, chord and key structures. The user can also navigate through the Spiral Array space using a gaming device. The software was implemented using the Modular Flow Scheduling Middleware, an open source implementation of IMSC's Software Architecture for Immersipresence.

UNIQUE OR DISTINGUISHING CHARACTERISTICS RELATIVE TO STATE-OF-THE-ART

- Real-time visualization of tonal patterns in live performance.
- Interactive environment for navigating through metaphorical tonal space.
- Computer generates content-based musical art.

<p>APPLICATIONS</p> <ul style="list-style-type: none"> • Interactive music visualization • Content-based music visualization • Computer generated musical art 	<p>RECENT HIGHLIGHTS, LEVEL OF DEVELOPMENT, UPCOMING MILESTONES</p> <ul style="list-style-type: none"> • First prototype completed in September 2002. • Color-coding, shading and textures added in March 2003. • Automatic pilot incorporated to smoothly show features from best viewing angles.
<p>UNDERLYING TECHNOLOGIES</p> <ul style="list-style-type: none"> • The software was implemented in C++, using the Modular Flow Scheduling Middleware, an open source implementation of IMSC's Software Architecture for Immersipresence (SAI). SAI provides a framework for distributed parallel processing of generic data streams. The rendering is implemented using OpenGL. 	
<p>LIST OF PUBLICATIONS, REFERENCES, URLs</p> <ul style="list-style-type: none"> • MuSA.RT, url: http://capriccio.usc.edu/MuSA.RT • MFSM, url: http://mfsm.sourceforge.net • Chew, E. & François, Alexandre (2003). Real-Time Music Information Processing. In the Proceedings of the 31st International Conference on Computers in Industrial Engineering, San Francisco, CA, February 2-4, 2003. • Chew, E. & Chen, Y.-C. (2003). Mapping MIDI to the Spiral Array: Disambiguating Pitch Spelling. In H. K. Bhargava and Nong Ye, eds., Computational Modeling and Problem Solving in the Networked World, Kluwer, pp.259-275. Proceedings of the 8th INFORMS Computer Society Conference, ICS2003, Chandler, AZ, Jan 8-10, 2003. • Chew, Elaine (2001). Modeling Tonality: Applications to Music Cognition. In Proceedings of 23rd Annual Meeting of the Cognitive Science Society, Edinburg, Scotland, August 1-4, 2001. • François, Alexandre (2002). Components for Immersion. In Proceedings of the IEEE International Conference on Multimedia nad Expo, Lausanne, Switzerland, August 2002. • François, Alexandre & Medioni, Gerard (2000). A Modular Middleware Flow-Scheduling Framework. In Proceedings of the ACM Multimedia 2000, Los Angeles, CA, November 2000, pp. 371-374. • Sapp, Craig Stuart (2001). Harmonic Visualizations of Tonal Music, http://www-ccrma.stanford.edu/~craig/keyscap. 	

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