

Digital Tools for Computer Music Production and Distribution

Part of the Advances in Multimedia and Interactive Technologies Book Series

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Description:

It is clear that the digital age has fully embraced music production, distribution, and transcendence for a vivid audience that demands more music both in quantity and versatility. However, the evolving world of digital music production faces a calamity of tremendous proportions: the asymmetrically increasing online piracy that devastates radio stations, media channels, producers, composers, and artists, severely threatening the music industry.

Digital Tools for Computer Music Production and Distribution presents research-based perspectives and solutions for integrating computational methods for music production, distribution, and access around the world, in addition to challenges facing the music industry in an age of digital access, content sharing, and crime. Highlights the changing scope of the music industry and the role of the digital age in such transformations.

Readers:

This publication is an essential resource for computer programmers, sound engineers, language and speech experts, legal experts specializing in music piracy and rights management, researchers, and graduate-level students across disciplines.

ISBN: 9781522502647

Release Date: June, 2016

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Pages: 300

Topics Covered:

- Acoustics
- Electroacoustic Music
- Music and Speech
- Music Theory
- Piracy
- Production Interfaces
- Sound Synthesis

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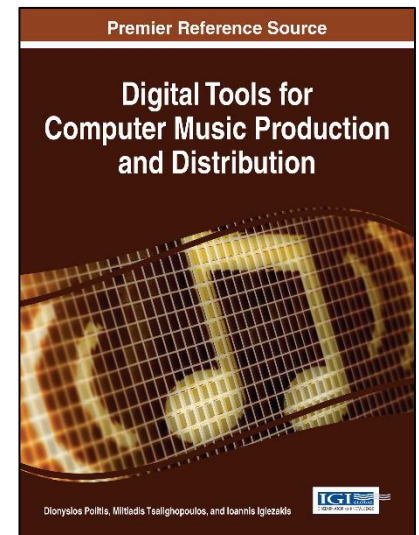


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