

Andrew Robertson, Centre for Digital Music, Queen Mary University of London, UK

TITLE: Interactive Performance Systems for rock music

ABSTRACT:

When bands play live, they can be faced with the problem of recreating studio performances that have made use of samplers, synthesizers, drum machines, and the over-dubbing of many parts that cannot be recreated live. They might often choose to use a 'click track', so that the drummer is forced to keep time with the backing tape, or else trigger these parts by hand. This talk focuses on automatic methods for synchronising audio or video with a live performance in such a way that the musicians still dictate the timing and feel of the song.