AI Music Tools

And Their Impact on the Music Industry

Who I am

 Caleb Hall - Music Technology and Digital Media Librarian at MIT, Lewis Music Library.

 Trumpet player, sound artist, and composer.

Presentation Objectives

- 1. Showcase Al tools for consumers, prosumers, and professionals.
- 2. Explore these tools and look at their uses.
- 3. Look at who these tool affect and how they will be affected.

What this presentation isn't

- 1. A solve to any AI problems and conundrums the world currently facing.
- 2. A philosophical piece on the ethics of Al.
- 3. A paid ad for any of the AI tools I'm going to cover.

Consumer Tools

What are consumer tools?

- Al consumer tools are products built for the everyday consumer.
- This group includes both musicians and non-musicians.
- These tools are geared mostly towards non-musicians as a way to make music creation more accessible.

Types of Consumer Tools

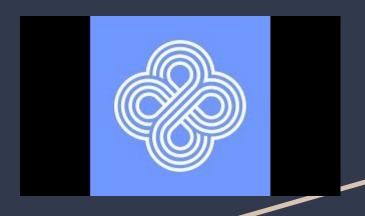
Streaming

Designed to generate music live and in an interactive way.

Al Covers

Designed to generate sounds and voices to sound like specific people or types of singers/instruments.

Aimi.fm



- Aimi Music Services is a revolutionary new platform that generates high-quality, genre-diverse music on demand that is 100% copyright and royalty-free.
- "It's for the music lover who wants to listen to music effortlessly, top producers around the world, and the new generation of creators who will use Aimi's technology to create interactive listening experiences - Aimi's generative music platform opens new possibilities for making music, interacting with music, and sharing expertise and artistry."

Aimi.fm





Aimi's Interactive music app.

- Personalize
- 2. Interact
- 3. Guide
- 4. Shape

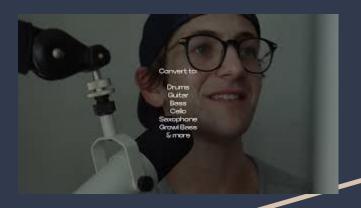
Available for iPhone and Android.

Aimi Studio

https://www.aimi.fm/create

- Aimi Studio (still in Beta). Is an online studio for both new music makers and seasoned professionals to create and work together.
- Aimi has a growing community of artists creating interactive music.

Kits.ai



"Clone voices. Sing like anyone.
Play any instrument. 100% royalty-free."

 Simplifying music workflows for 5,000,000+ creators

Kits.ai

Features

- Al Voice Cloning
- Al Singing Generators
- Al Mastering
- Vocal Remover
- Voice Blending
- Al Instrument Library
- Stem Splitter
- API
- Text-to-speech

Kits.ai and ethics

Kits and ethics

"Ethics Done Right, Not Just Right Now

We see a world where creative expression in music is limitless. Our goal is to democratize music production, making sophisticated tools accessible to artists of all levels, allowing them to bring their unique visions to life."

- Responsible Dataset Sourcing
- Fair Artist Compensation
- Empowering Creators

https://www.kits.ai/ethics

Prosumer Tools

What are Prosumer Tools?

 Prosumer AI tools fill the gap for those who need music for Youtube, business, or podcast, etc, applications.

While these tools are geared towards both musicians and nonmusicians, they fill a need for those who aren't in the music industry as well.

Types of Prosumer Tools

Royalty-Free

Generated music curated by the user for royalty free applications.

Generation

Software only generation, for specific uses: generated samples, melodies, MIDI files, mixing.

BandLab



- "A creator-first, destination where anyone with access to the internet can make music, grow their audience and earn a living."
- 100 Million users and growing. Estimated 1 Billion users in a few years.
- Platform for creating music, growing yourself as an artist, and earning \$\$\$ from your creations.

BandLab

Features

- Studio
- Sound Libraries
- Mastering
- SongStarter
- Effects
- Splitter
- Promotion and Distribution
- Album publishing and Licensing

BandLab cont.



https://www.bandlab.com/

- Available for iOS, Android, and has a desktop app.
- All tools work seamlessly together.
- Costs \$150/yr or \$15 monthly.

Soundry



 "Al for Musicians, by Musicians
Generative Al tools including text-tosound and infinite sample packs"

 Soundry's AI is powered by artists who are compensated and promoted.

Soundry is a VST3 plugin which can be used in most DAW's

Soundry

What are VST's and DAW's?

- VST Virtual Studio Technology
 - An audio plug-in software interface that integrates software synthesizers and effects units into digital audio workstations.

- DAW Digital Audio Workstation
 - An electronic device or application software used for recording, editing, and producing audio files.
 - Ableton Live, Reaper, Pro Tools, Logic Pro, etc.

Soundry cont.

https://soundry.ai/#main

• Free level, 100 generations

• \$10/month or \$100/year

Professional Tools

What are Professional Tools?

- Tools designed to be used by music industry professionals.
- Producers, audio engineers, mastering engineers, artists, etc
- These tools can be browser based, VST's, or even full DAW's

Types of Professional Tools

Stem-Splitters

Tools designed to take a completed audio track (full song), isolate the vocals, instruments, etc, and give the user individual audio tracks of these splits.

Editing Tools

Tools designed to mix, master, synthesize sound, and help make workflows more efficient.

Fadr



- "Fadr develops tools that amplify musical creativity with technology and AI."
- Browser based stem splitting.
- Also provides a remix option to change the tempo and key of uploaded songs.

Fadr

 Has a VST plugin option to do stem-splitting inside your DAW.

- Free and paid version of software.
- \$10/month or \$100/year

Fadr cont.

https://fadr.com/

SynthGPT in development.

 Create sounds with text, by typing in what you want, similar to Chat GPT.

RoEx



 "Achieve a professional, balanced mix effortlessly with Al—no studio or complex plugins needed. Release your music confidently, knowing it meets industry standards."

Al Mixing and Mastering.

RoEx

Mix Check Studio

 "Mix Check Studio utilises cuttingedge Al technology to analyse your mixes and masters, delivering accurate and actionable feedback to help you identify and fix issues in your music."

RoEx cont.

https://www.roexaudio.com/

 Costs \$12 per song download or \$30 a month with unlimited downloads.

Final Thoughts

Who is being affected by AI in Music?

- Everyone is.
- Both directly and indirectly.

Questions for you

 How do see AI music tools affecting your school, job, library, or music department?

How do you feel about the rapid expansion and use of these tools?

 Do you see your library documenting/archiving/showcasing any of these tools?