Model Description

noinput.ts

Name of the model: noinput.ts

**Types of Sounds Used:**

This model is based on a curated dataset of no-input mixer sounds, recorded using various old and worn Soundcraft mixer models. The dataset consists of sonic textures (feedback loops, noises etc.) generated through direct interaction with the mixers’ circuitry, without any external audio input.

**Total Duration of Audio Corpus Used for Training:**

Approximately 1 hour and 43 minutes of selected and normalized no-input samples.

**Artistic Intention:**

Performing and improvising live with RAVE models has reminded me of how playing with a no-input mixer feels/behaves: both systems feel to thrive on entropic complexity and unexpected, not fully controllable sonic results. This model is one of my attempts to merge these approaches, using RAVE to regurgitate no-input mixer sounds, which becomes an interesting asset in a performance setting. By manipulating latents (in combination with live audio input or without it), the model allows for dynamic and evolving sound textures that retain the raw, chaotic energy of no-input mixing while introducing digital layers of control.

**Technical Details:**

• The model features 4 latents, providing possibilities for finding and reproducing interesting latent parameter combinations, authentic to no-input mixer noise aesthetics.

• Generates unpredictable yet somehow engaging noise textures, shaped by the interaction of live input and/or control input signals with the latent space.

• Designed for nn~ objects in Max and Pure Data (Pd).

• Not compatible with VST and not tested with SuperCollider.

A black and white image of a city

AI-generated content may be incorrect.

Visual created with help of ChatGPT