Performable Virtual Musical Instruments

Demos and Component Technologies

Julius Smith, Nick Porcaro, Jordan Rudess, and Pat Scandalis

CCRMA World Update 2021

Center for Computer Research in Music and Acoustics (CCRMA)
Stanford University, Stanford, CA 94305
http://ccrma.stanford.edu/~jos/

April 8, 2021
Abstract

New hardware and software are ever expanding the power and scope of what we can do in real time with virtual musical instruments.

The gold standard is always custom hardware and software, such as a LinnStrument connected to a powerful synthesizer.

But amazing results can be had as well on an iPad.

This demo and poster session delves into some of the component technologies enabling best practices today.
Demos and Component Technologies

Demos:

- GeoShred Virtuoso Artists 2
- GeoShred/GeoSWAM Artists

Component Technologies:

- Music 320C Itinerary (Faust, JUCE)

A Look Under the Hood

- Live and Interactive