Typologies

Margaret Schedel
Department of Music
Institute for Advanced Computational Science
Stony Brook University
margaret.schedel@stonybrook.edu

Kevin G. Yager
Center for Functional Nanomaterials
Brookhaven National Laboratory
kyager@bnl.gov

Abstract

This graphic score was created using MidJourney version 3, a commercially available artificial intelligence system that generates images from text-based prompts. Using text prompts provided by Schedel, Yager's AI account produced a series of visuals, which the authors then refined and organized into a score for performance. Musicians are invited to interpret these images, transforming elements such as color, shape, and direction into sound.

Each performer establishes their own set of rules for this translation, maintaining consistency within a performance but allowing for variation between performances. This ensures that every interpretation is unique, offering a fresh perspective on the visual-to-sonic conversion. Performers navigate the score one part at a time, without overlapping, and the score can be projected to enhance audience engagement. This piece explores the dynamic interaction between AI-generated visuals and human musical interpretation, encouraging an evolving dialogue between sight, sound, and computational creativity.

The piece can be exhibited and/or performed.

1 Performance Instructions

Collapse the wavefunction of this graphic score into a quasi-classical definite sonic state.

Transcode images into sound with intra-performance consistency but interperformance variance (e.g. duration is variable, but for any given performance, the length of every page is the same).

Excerpts allowed but must be contiguous pages.

Players can only move by one system per page; no two players can play the same system.

Project the score, where possible.

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2 Program Note

Inspired by the graphic scores of Braxton, Brown, Cardew, Chacon and Lockwood, Schedel has created a new AI assisted graphic score Typologies for one to twelve musicians. Working with the program Midjourney, an artificial intelligence algorithm that creates images from textual descriptions, Schedel and her collaborator Kevin Yager created/evolved 193 images including large-scale pages, smaller graphics, titles, and page numbers to create a novel score using the principles of integrated intelligence. The piece arises from the intentional assemblage of generated elements, sorting the folios and ornamenting by digitally resizing and burning or dodging generated artifact subsets from otherwise unusable generated graphics. Performers are instructed to use consistent rules to transcode the dimensionality of the image (color, shape, placement, size, complexity, directionality, and affect) into audible or inaudible sound. Each new performance can and should rewrite these rules. Ideally this approach allows the audience to decode each performers' equation of light into sound.

3 AI Generation

All the images in *Typologies* stemmed from a single source generated in MidJourney, which then branched off into multiple evolutionary paths. Along the way, one branch introduced a striking orange line on the left, while another led to intricate, textured black-and-white compositions. One path we followed created what Schedel started calling glyphs – instead of adhering to the staff-like images of the previous images the AI generated small disconnected scribbles that the authors used as modifiers to the larger structures produced by the other paths. Schedel made a deliberate choice not to resize any of the images. Instead, the processes were restricted to dodging, burning, flipping, and rotating, staying true to the pixel logic of the generated works and limiting the possibilities for further manipulation. This disciplined approach preserved the computational essence of each image as it evolved and allowed the human intelligence to intervene at the large-scale.