



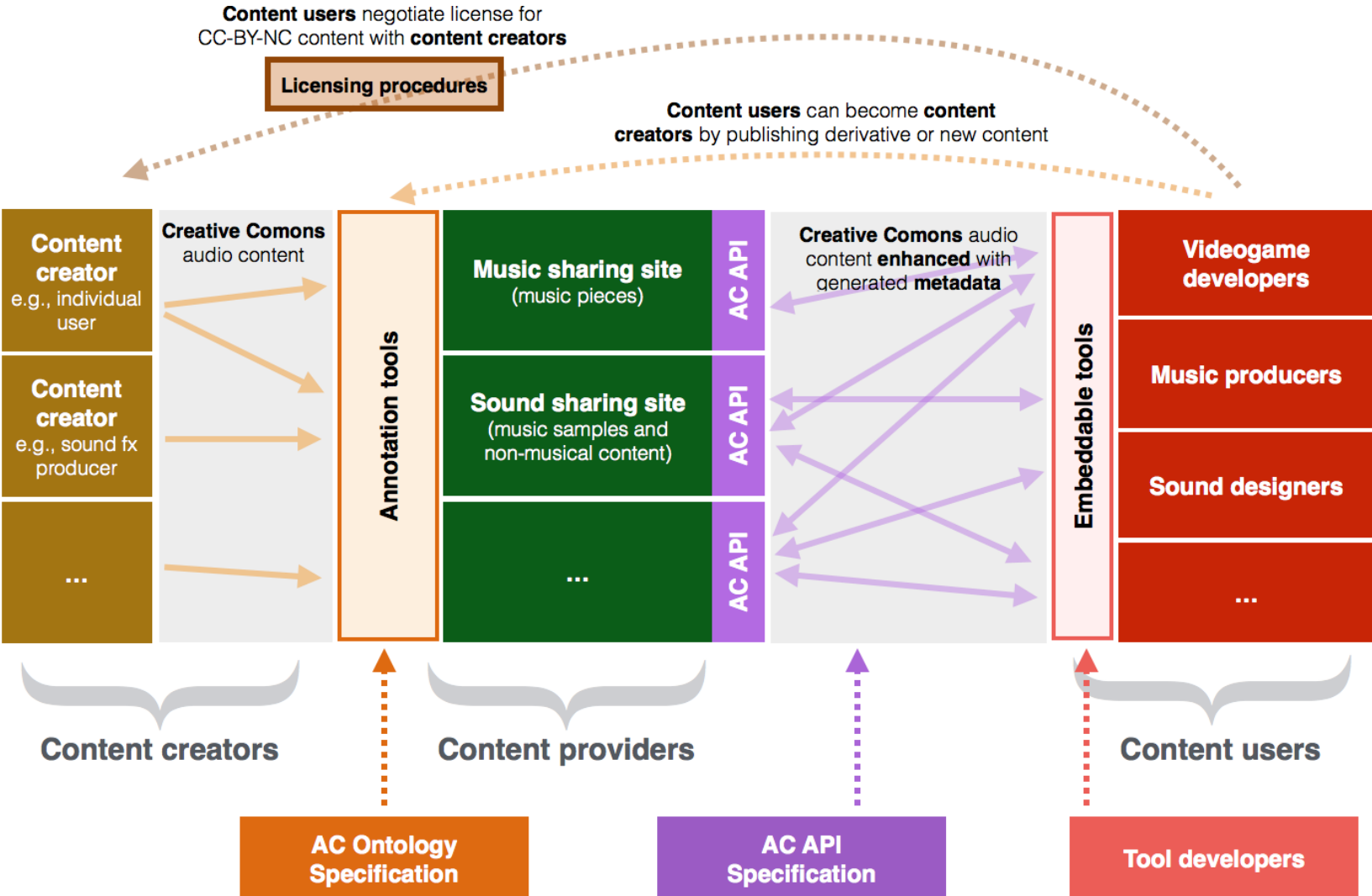
Xavier Serra

Music Technology Group

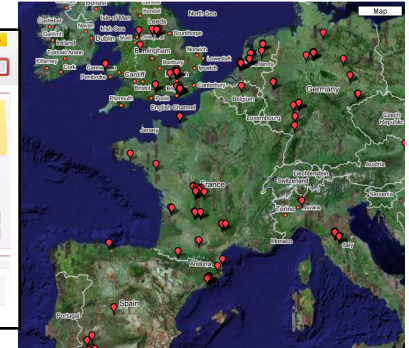
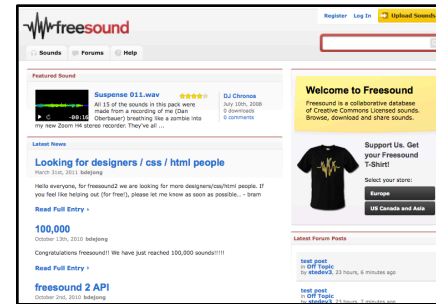
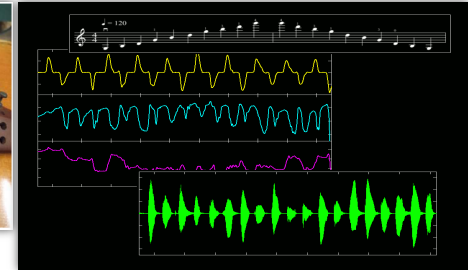
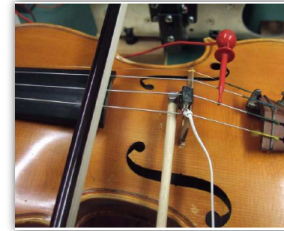
Universitat Pompeu Fabra, Barcelona

#EUROPECALLS November 30th 2016

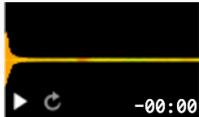
An Ecosystem for Creative Reuse of Audio Content



Music Technology Group- UPF



Random sound of the day



Metal short hit small bar
A soft quick hit on a small metal bar
hit little short metal

★★★★★ **jorickhoofd**
June 30th, 2012
16 downloads
0 comments

Freesound Blog

A couple of new features

November 21st, 2016 **frederic.font**

Dear all, We just deployed a couple of new useful features that we want you to know about: Short share sound urls: if you go to a sound page (e.g. this one by kirbydx) and look at the share section in ... Continue reading → [Read Full Entry](#)

Maintenance downtime, September 13th 10 a.m. CEST [done]

September 12th, 2016 **frederic.font**

Dear Freesounders, Tomorrow September 13 at 10 a.m. CEST Freesound will be down for approximately two and a half hours while we perform some maintenance on our servers. We're sorry for the inconvenience this may cause. keep on Freesounding 😊 edit: ... Continue reading → [Read Full Entry](#)

We need your help: the Audio Commons survey

May 24th, 2016 **frederic.font**

Dear Freesounders, As part of the Audio Commons Initiative (that we introduced in a previous post), we're rolling out a survey to gain insights into how creative users interact or wish to be able to interact with Creative Commons (CC) ... Continue reading

Welcome to Freesound

Freesound is a collaborative database of Creative Commons Licensed sounds. Browse, download and share sounds.



Support Us. Get your Freesound T-Shirt!

Select your store:

Europe

US Canada and Asia



Love Freesound?

Only 331€ to go!

Donate Now

Active Forum Threads

Spectral editing tools

in [Production Techniques, Music Gear, Tips and Tricks](#)

by [Timbre](#), 11 hours, 21 minutes ago

Motivation

Creative Commons audio content has a huge potential for reuse which *is not being* exploited by the creative industries.

Limited understanding of CC licenses

Content scattered

Content not properly labeled, unstructured

Lack of tools for seamless integration

ICT-19-2015: Technologies for creative industries, social media and convergence

“developments related to content creation, access, retrieval and interaction offer a number of opportunities and challenges, also for the creative and media industries”

“those industries need to explore new ways of creating and accessing content”

“The opportunity to establish new forms of content and user engagement could be transformative to many businesses in creative and media industries.”

“Research in new technologies and tools to support creative industries in the creative process from idea conception to production”

Consortium

Academic partners



Industrial partners



Audio Commons initial content



330k sound samples



470k music pieces



Creative Commons licenses



Public domain, no restrictions on use and redistribution, no attribution to source needed.



You can copy, modify and redistribute the sound, but you need to give an attribution to the original source.



You can copy, modify and redistribute the sound, but you need to give an attribution to the original source and you cannot use it commercially.

Production tools to be developed

- Music sampler
- Drum machine
- Loop navigator
- Music browser
- Sound FX browser
- Procedural audio SDK for videogames
- ...

MATERIALS

DOCUMENTS

Deliverable D3.2: Report on usage of Creative Commons licenses, November 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D2.2: Draft Ontology Specification, November 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D5.1: Hierarchical ontology of timbral semantic descriptors, August 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D4.1: Report on the analysis and compilation of state-of-the-art methods for the automatic annotation of music pieces and music samples, July 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D3.1: Report on Rights Management requirements, July 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D1.2: Draft Data Management Plan, July 2016. [Download here](#). License: CC-BY 4.0.

Deliverable D2.1: Requirements Report and Use Cases, June 2016. [Download here](#). License: CC-BY 4.0.

PAPERS

Porter, A., Bogdanov, D., Serra, X. (2016). **Mining metadata from the web for AcousticBrainz**, published in "3rd International Digital Libraries for Musicology workshop". Download the [full text here](#). License: TBD.

Font, F., Serra, X. (2016). **Tempo Estimation for Music Loops and a Simple Confidence Measure**, published in "Proceedings of the International Society for Music Information Retrieval Conference (ISMIR)". Download the [full text here](#). License: CC-BY 4.0.

Bogdanov, D., Porter, A., Herrera, P., Serra, X. (2016). **Cross-collection evaluation for music classification tasks**, published in "Proceedings of the International Society for Music Information Retrieval Conference (ISMIR)". Download the [full text here](#). License: CC-BY 4.0.

Font, F., Brookes, T., Fazekas, G., Guerber, M., La Burthe, A., Plans, A., Plumbley, M. D., Shaashua, M., Wang, W., Serra, X. (2016). **Audio Commons: bringing Creative Commons audio content to the creative industries**, published in "61st AES Conference on Audio for Games". Download the [pre-print here](#). Publisher's [paper link](#).

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OTHER

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Logo and visual identity code repository, February 2016. Check out the [code repository here](#). You'll find exports of the logo in different formats as well as vector source files, fonts and guidelines. License: CC0.

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