

# Q&A: Creative Commons and the Music Industry

- **Daniel James**, director, 64 Studio Ltd
- **Curt Smith**, solo musician, singer and songwriter; co-founder of Tears for Fears
- **Brad Sucks**, musician



# Innovation in Music

- **Daniel James**, director, 64 Studio Ltd  
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## One artist's view

Thou shalt not make repetitive generic music,  
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*Scroobius Pip*



## Proprietary tools

Similar software tools are used by studios around the world, due to:

1. Network effect, compatibility
2. User perception of 'pro' status



## What's a 'pro audio' user?

- Member of a professional body?
- Career length in the business?
- Steady income from music?
- Anyone can set up a studio



## A pro audio user is...

- Someone who creates music or other audio content, or works with it
- A person with exacting technical standards for their tools



## F-F-Fashion

- Use the same tool as the pros, get the 'pro' sound
- Little effort required
- Sounds date quickly
- Music schools generally teach proprietary tools



## A convert speaks

This is anti-autotune,  
death of the ringtone

This ain't for Itunes,  
this ain't for sing-along

*Jay-Z*





## Loop-based production

- Offer quick results for commercial projects
- Now sold to musicians as ready-made
- Similar loops heard in many songs
- Boredom ensues...



## Innovation and standards

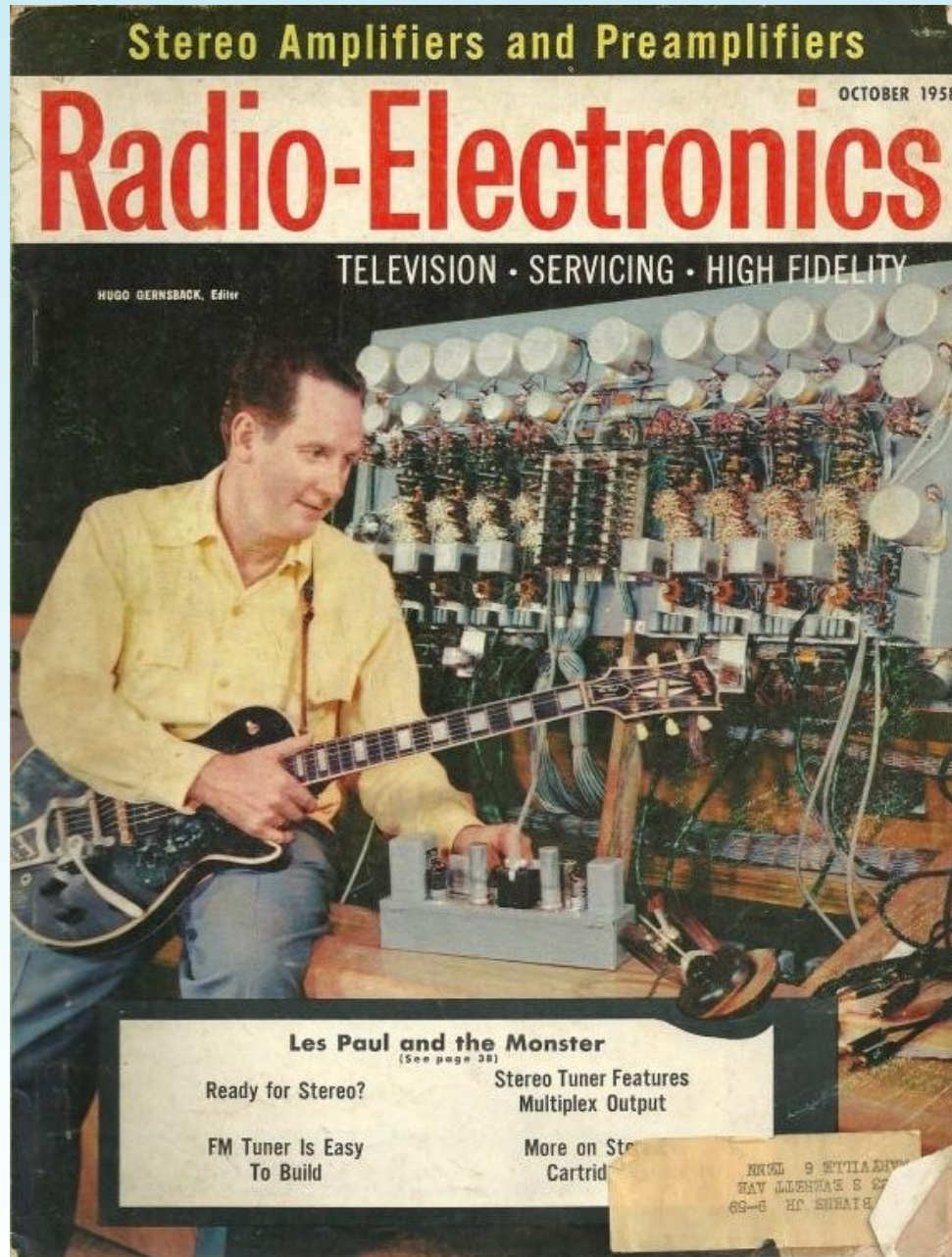
- Innovators don't rely on 'industry standard' or 'pro' tools; they create new tools
- Originality is hard work - it requires dedication. There are no short cuts!



# Les Paul, hacker



# Open Source Hardware



# Daphne Oram, hacker



# The Oramics GUI



## Freedom software

- Open source offers fewer ready-made tools for artists, but...
- It does offer total creative freedom for those willing to make the effort
- The laptop is today's guitar or tape machine



## Freedom tools

- Pure Data, SuperCollider: sound and video composition, integrated
- JACK, Ardour: digital 'cables' and 'tape'
- Real-time Linux kernel, ALSA, FFADO
- Many more projects to be discovered





## 3D composition

- True surround sound includes the Z dimension
- Many-speaker arrays need heavy processing power, customised tools
- Tarik Barri is one of today's innovators:  
<http://tarikbarri.nl/video>

## Some links

- <http://wiki.linuxaudio.org/apps>
- <http://puredata.info>
- <http://supercollider.sourceforge.net>
- <http://www.ardour.org>



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