

Center Channel Separation based on Spatial Analysis

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Music 2.0 : Interactive Music Service

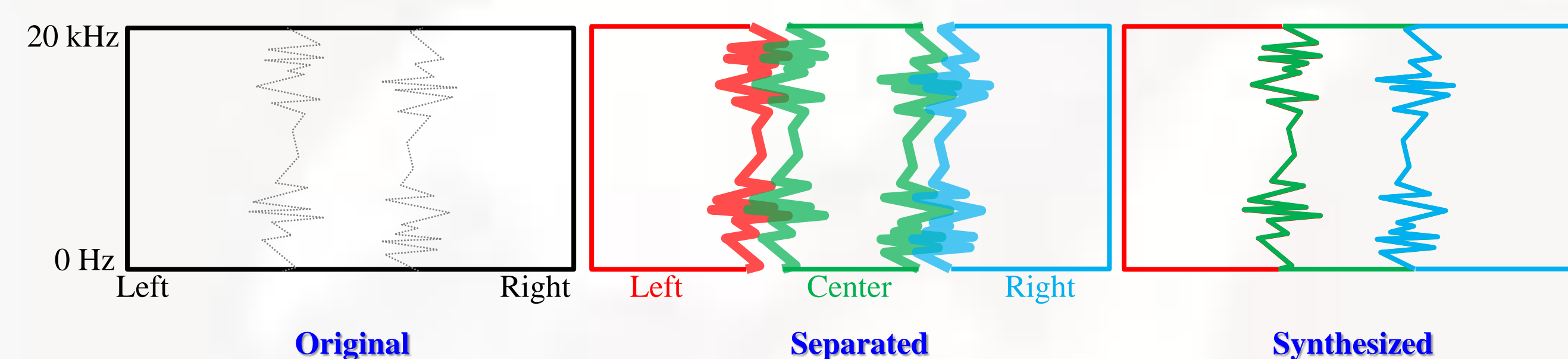
Multi-track interactive music service

- Each separated instrument can be selected and controlled
- User mixing, Multiple mixing version, Vocal training
- Commercialized in Korea('07 1Q), as a digital music album



Conventional stereo music contents can be break down?

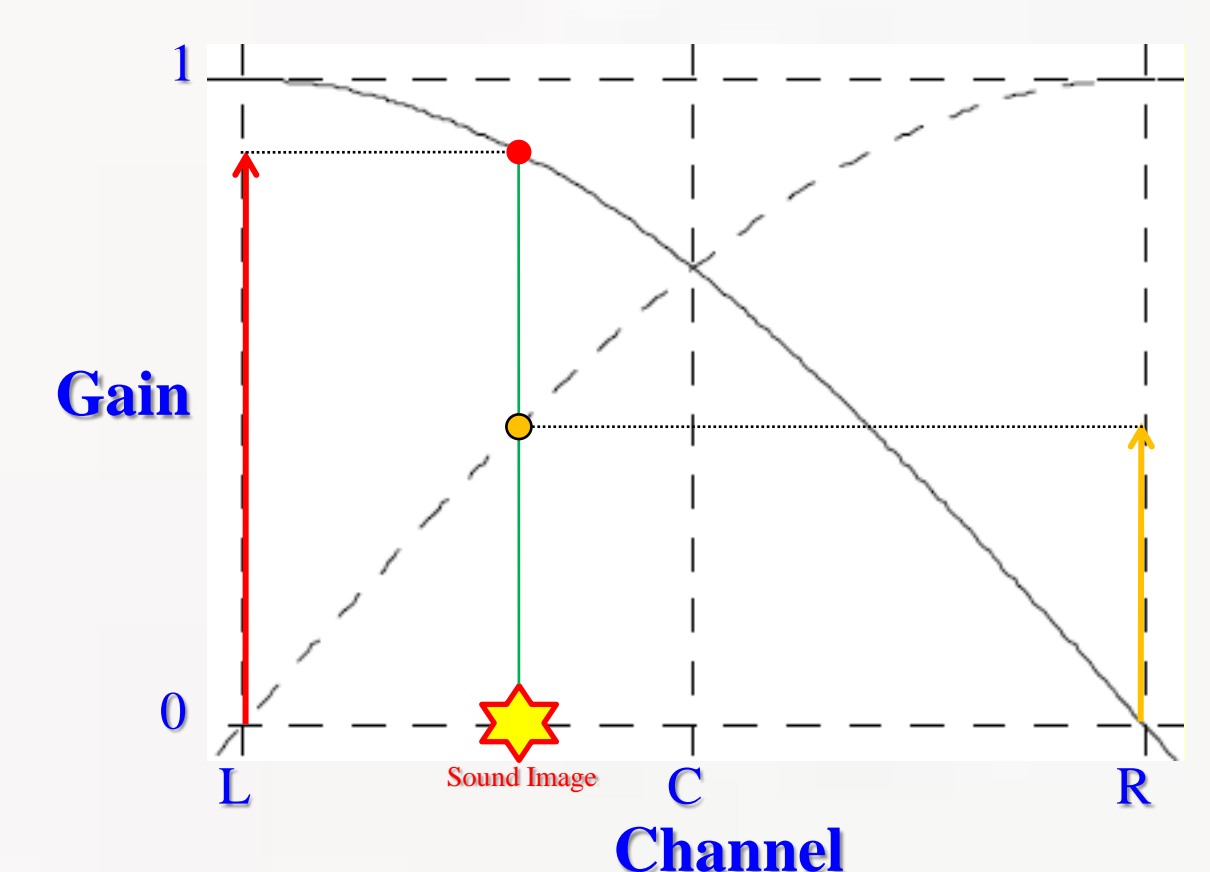
- If yes, you can play with any music contents interactively
- Sound source separation based on spatial analysis is helpful
 - Reversible change maybe possible



Spatial Audio Analysis

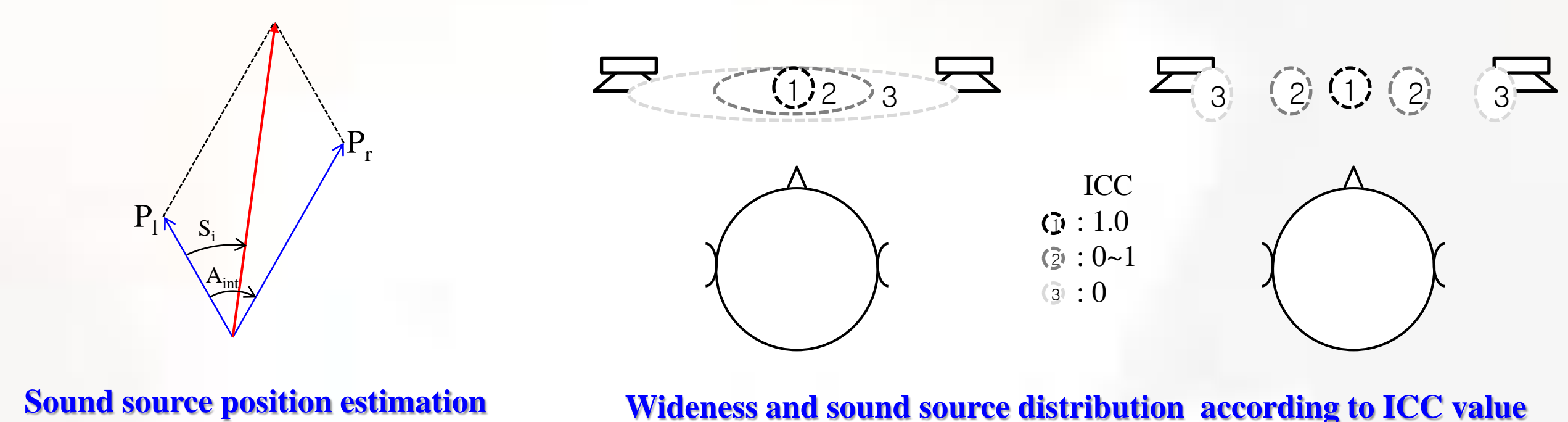
Multi-track music production using power panning

- Each track sound is rendered by power panning
- Properly divided T/F slice can be a part of sound source
- If this slice is composed with parts of several sound sources : *correlation provides a cue*



Spatial cues for spatial image for a sound source

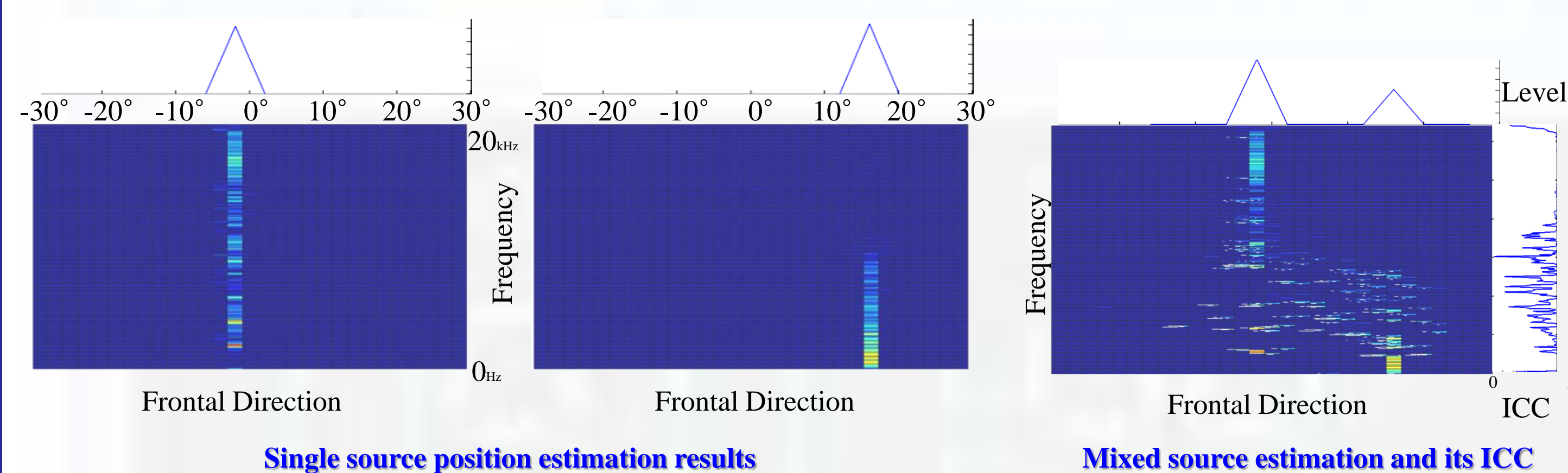
- ICLD: Sound source position cue
- ICC: Sound source wideness or portion cue



Spatial Filter for Studio Music Signal

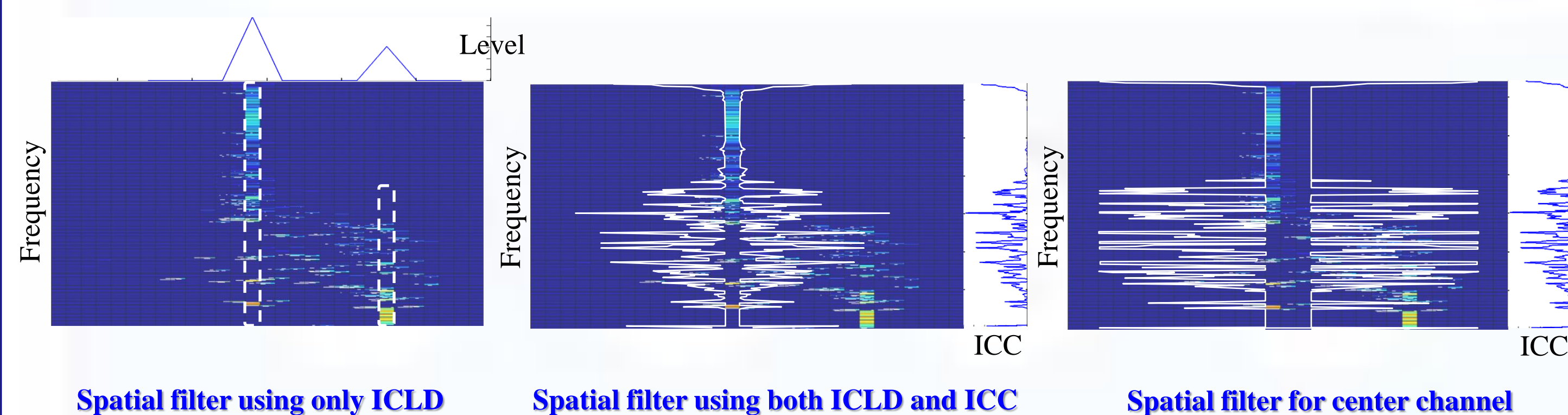
Sound source position estimation

- Single sound image can be exactly estimated
- Mixed sound image blurred according to ICC value



Spatial filter using ICLD and ICC parameter

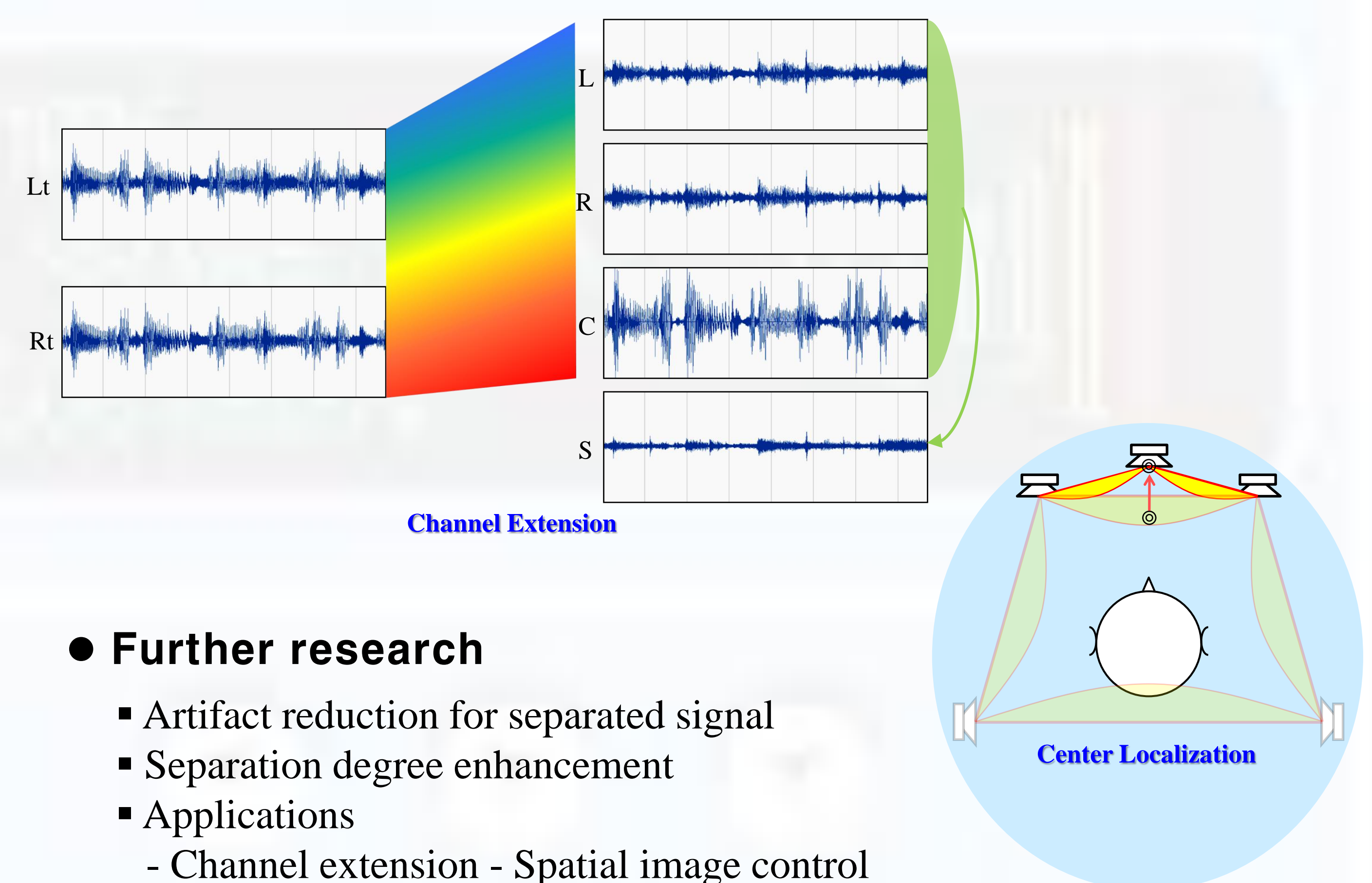
- Spatial filter can be devised using ICLD and ICC
- Spatial filter for center channel can be implemented by tuning



Results and Applications

Channel extension

- Surround channel signal can be generated from separated front channel signal
 - Matrix, Reverberator



Further research

- Artifact reduction for separated signal
- Separation degree enhancement
- Applications
 - Channel extension - Spatial image control
 - Source separation - Parametric Equalization