# The Art Of The Automatic Remix

**By Thomas Park**

When you notice you have done the same thing too many times, that is a good sign that technology can be brought in. For myself, as a musician, I had created many remixes. Hundreds— perhaps thousands of them.

I asked myself— how can Python code help speed this process?

I came up with a set of apps that work in tandem. The first takes a longer sound and extracts a phrase from it. The second takes this phrase an reiterates it for a number of minutes. The third loads the iterated phrase into a random mixing environment, combining it with over a dozen random sounds. These sounds had been used as part of a generative application— there are over 1000 choices, and they can be utilized as streamable mp3s from The Internet Archive. They loop with different frequencies over the iterated phrase, creating a spacey musical background.

So, we have our system— we drop sounds into a folder, trigger an app, and a few minutes later, "Automatic Remixes" are streaming in our console, waiting to be recorded by a live recording software.

A second method uses only the source sound(s). A sound or set of them is dropped into a local folder. A set of coded functions transforms the sounds into a collection of loopable sounds. These are of different configurations— there are longer sounds, shorted sounds that repeat quickly, medium-length sounds, and so forth.

Then, these sounds are loaded into a randomized mixing environment and combined in various ways. These combinations take the form of remixes, and can be recorded in real-time.

I call this second technique "Generative-Iterative". It has been used to create most of my current Generative Works.