



Portfolio

Yoshihiro Saito

斎藤喜寛

音楽TECHアカデミーcanplay代表

EXDREAM株式会社代表取締役

1980年代後期より音楽制作（作曲）に従事。

武蔵野音楽学院にてバークリー音大の作曲理論を学ぶ

大手レコード会社を中心に多数の音楽制作に参加

独学でコンピュータプログラミングの研究を行い音楽制作に反映

2007年：音楽WEBサービスの制作を始める

2012年：大前研一氏のビジネスブレークスルー大学ITソリューション学科に入学

2013年：音楽とテクノロジーの融合を目指す音楽企業 EXDREAM株式会社設立

2016年：AIによる音楽生成の研究開始

2016年：ビジネスブレークスルー大学ITソリューション学科卒業

音楽TECHビジネスの論文で卒業論文最優秀賞受賞

2017年：音楽TECHスクールムcanplayをローンチ

2019年：大手企業のCM音楽をAI（機械学習）で制作 10月地上波全国放送開始

2020年：初頭AI音楽本をオーム社より出版予定（現在執筆中）

Yoshihiro Saito

Music Tech Academy canplay principal

EXDREAM inc CEO

Worked in music industry as a composer from late 1980's.

Learned Barklee music composition method in Musashino Academy of Music

And learned computer programming

2016 Started Music composition using machine learning

2016 Graduated Business Breakthrough University and honored The best graduation thesis

2017 Launched Music Tech Academy "canplay"

2019 Music composition by AI for Japanese Electric Maker

2020 Will release AI music book from Ohmsha



## Exerpt of Past Works 過去の作品抜粋



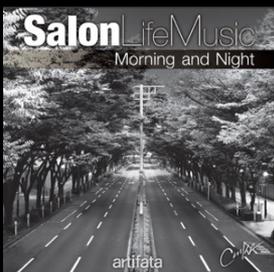
Trinity – Trillion  
avex trax



Confusion Mind – remix  
Marble Tone  
Zain records



Salon Music Life  
avex live creative



Salon Music Life  
avex live creative

### Other Works

- Amazon Japan opening reception
  - avex mama fes 2011 main stage
  - avex a-nation 2010 style up booth
  - Panasonic music relaxation research
- etc,,,

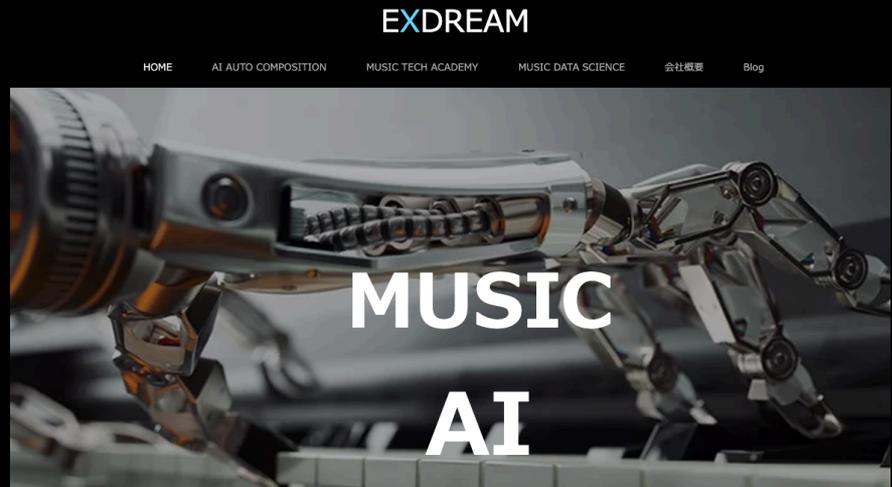
Now I'm researching AI music on my company

## Music Tech Academy canplay

<https://canplay-music.com>

## AI x MuTech EXDREAM inc

<https://www.exdream-inc.com>



# Music Created by AI (Machine Learning)

Yoshihiro Saito

# AI can play music? - Yoshihiro Saito and Machine Learning

The Music is created by 3 steps

Step1. Generated piano single track by RNN (Recurrent Neural Network)

Step2. Slew it's BPM down and processed audio effects

Step3. Added Drum track created by RNN (Recurrent Neural Network)



<https://www.youtube.com/watch?v=o0Pb4LNZs2A>

# Music with GAN and RNN - Yoshihiro Saito and Machine Learning

The Music is created by 3 steps

Step1. 2 audio tracks transformed by GAN (Generative Adversarial Network)

Step2. Generated synth loop pattern by RNN and mixed with GAN audio

Step3. Adding Drum track created by RNN (Recurrent Neural Network)



[https://www.youtube.com/watch?v=F\\_gZD9LWLgA](https://www.youtube.com/watch?v=F_gZD9LWLgA)

# Alien Beat - Yoshihiro Saito and Machine Learning

The Music is created by 3 steps

Step1. Generated only 1 Drum pattern by RNN (Recurrent Neural Network)

Step2. Edited by selection of drum sounds and audio effects on Ableton Live

Step3. Added 4 beats kick sound



[https://youtu.be/6M\\_WHpaoXPk](https://youtu.be/6M_WHpaoXPk)

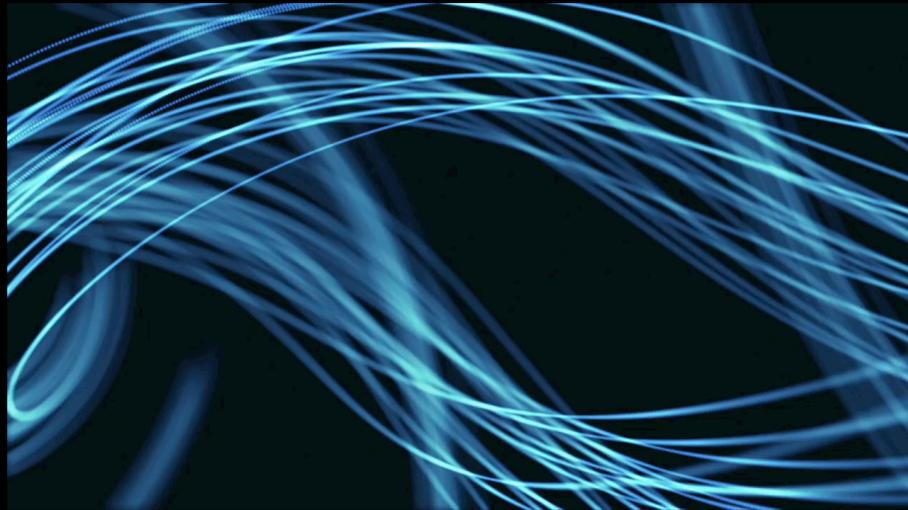
# Transformer - Yoshihiro Saito and Machine Learning

The Music is created by 3 steps

Step1. 2 audio tracks transformed by CNN (Convolutional Neural Network)

Step2. Generated only 1 Drum pattern by RNN (Recurrent Neural Network)

Step3. Edited by selection of drum sounds and audio effects on Ableton Live



<https://youtu.be/dJ7SJ4ECOLE>

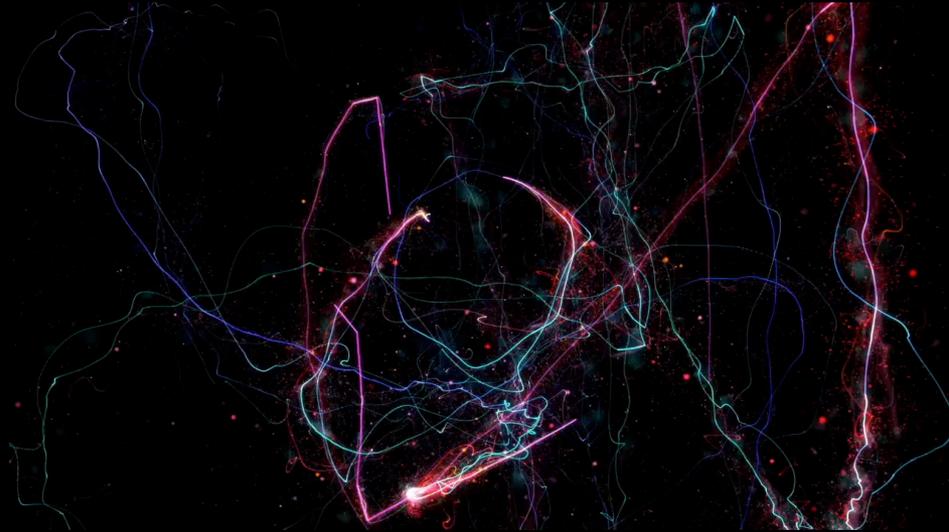
# KI\_O\_KU update - Yoshihiro Saito and Machine Learning MUSIC demo for KIOXIA (Toshiba memory) CM

The Music is created by 3 steps

Step1. Generated synth riff patterns by RNN (Recurrent Neural Network)

Step2. Generated only 1 Drum pattern by RNN (Recurrent Neural Network)

Step3. Edited and combined on Ableton Live with FX



[https://youtu.be/5iLp7Hc\\_7il](https://youtu.be/5iLp7Hc_7il)