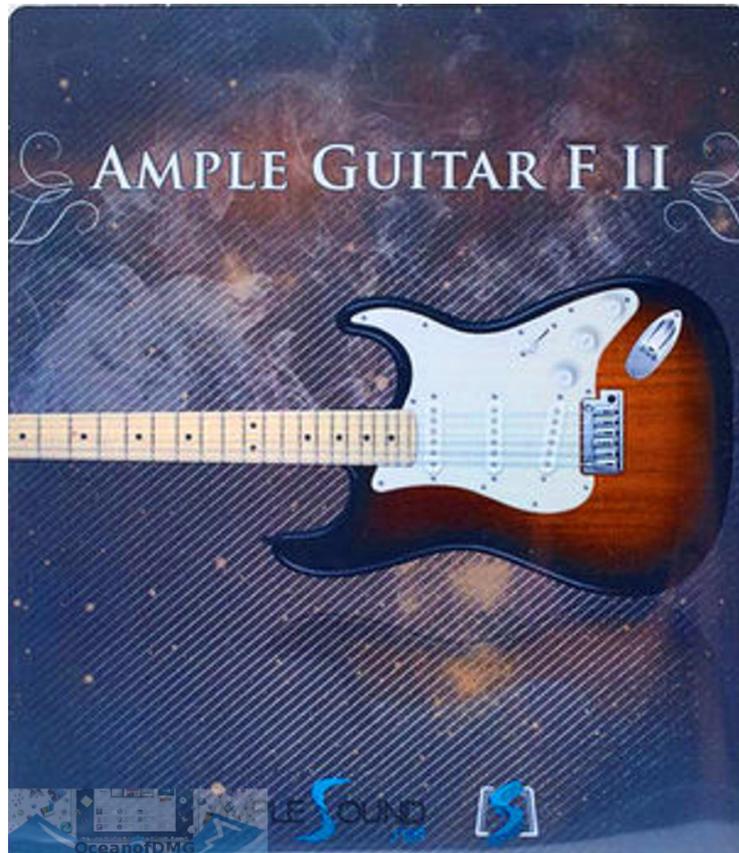

Ample Sound Agf Torrent 15



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EXE Audio files, Demo tracks and 3D models of all the music described in the paper are available in this repository: . Demo tracks are provided in both WAV and AIFF formats. 3D model files are 3DS and OBJ format and are only available for the songs described in the paper. They were exported to the three object file formats by Cyware Api. Introduction {#sec001} ===== Audio reconstruction is an important topic in the context of intelligent access to audio and music resources. This is especially true for music in the form of soundtracks for video games, virtual reality, or movies, but also for research applications, multimedia, education, and training. Audio is often found in the form of archived media files such as WAV, MP3, Ogg, and so on. These files are usually available as stock music libraries. However, some media files are copyrighted and only available for purchase from online websites or music stores. These media files can be easily downloaded from the websites or

music stores, but in many cases, they are lost forever when they are out of the internet reach. Audio reconstruction allows to recover these lost tracks from the archive file, to re-synthesize them and to make them available in the context of the other media files. In this study, we focus on the audio files used for music in video games. Music is used in many video games. Sometimes, these music files are provided with the games. However, these files are not available as a general music library but instead, only as part of a game soundtrack. In the meantime, we were able to find a game soundtrack for the commercial game "Ample Guitar" by the name of "DrumTrack". We use this soundtrack as a basis for our study. We make it available to the community and we report on the challenges we encountered during the reconstruction process and on the benefits of this reconstruction. In the following, we describe the challenges we encountered during the audio reconstruction process, and we analyze the benefits of our approach. This is followed by a description of the software and the dataset. Materials and methods

{#sec002} ===== Challenges {#sec003} ----- The audio track of the Drums of "Ample Guitar" music library is provided as a WAV file. It is a small file (2.1 MB), and the 82157476af

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