

[Transcript] AI Hustle: News on Open AI, ChatGPT, Midjourney, NVIDIA, Anthropic, Open Source LLMs / Riffusion Raises \$4M, Google Buys AI Artist Voices

Welcome to the AI hustle podcast. I'm your host, Jaden Schaefer joined by my co-host today, Jamie McCulley.

Today, we're going to talk a little bit about how you can use some different AI tools for side hustles. And specifically, I want to talk about some, we want to talk about some really interesting news stories that are breaking, that are coming out around new AI tools. There's one around an AI company called Refusion. They just raised four million dollars in the music space. Another one is about a software company called Tapit, which is doing audio enhancing with AI. And the third is about Google and Universal, who are working on a deal to potentially allow artists' voices to be used in music and other sorts of content. So we're going to dive into all of that today.

Why don't you, Jamie, kick us off and tell us what's happening with Refusion.

Okay, so Refusion, this is a really cool company who just raised four million dollars in funding, but they are creating auto-generated music tracks. So not only can you do that, but you can also, they will generate images using AI of the audio. And what this is, what's so cool about this app is that if you do like a faceless YouTube channel, or if you're creating audio playlists on Spotify, this app will do it all for you, including visuals. So that's just a really powerful tool for side households. If you are someone who is looking to create passive income through streaming and YouTube, this is a really cool app. Jane, what do you think about this one?

Yeah, I think this is really interesting. I'm looking at their article about them right now, but I think it's really interesting right now, like we see, okay, of course, the first thing is they raised four million dollars. So obviously, these guys have like a very solid product. I think it's interesting. They actually have the chain smokers who are investors in their project as well. But yeah, I think this space right now is like one of the, I think this is going to be one of the big next spaces. Like we obviously have chatGPT that's nailed down audio images. We have someone like Mid Journey and Dolly that have really nailed kind of that space down. And I think music and audio might be kind of the next big one. So I think people are, you know, putting in four million dollars because they believe this is a big one in this space. Yeah, this is really interesting. Like looking at it, essentially what it says it allows you to do is to create like riffs for, of like musician, of like music and stuff. So you essentially are just, you know, describing like you would to chatGPT. You know, you'd be like, hey, give me like a hyperpunk disco funky bassline with smooth vocals. Like you're just like talking like chatGPT and saying exactly what you want, like out of the music and it generates you. I think it's called Refusion. It calls them riffs because I don't think it's saying it's going to generate you like an entire song. It's like a chunk of a song. I don't know what your opinion is on this. In my opinion, that's just kind of the beginning. Like they'll start with something like that because maybe it's easier and they're not as worried, but like this 100% goes to being able to produce full songs eventually. And even if right now it's just like, I think it says something in there about like vocals, you could say like a different type of vocal, but I don't think it sings the full song for you. But dude, there's no way in my mind that this doesn't go like, maybe it's different levels to different steps or it's like, hey, you know, this type of style of music, this type of thing, it produces a song. It's like, okay, now I want vocals with a song lyrics about like this concept and this thing. Okay, cool. Now I want the person whose vocals it is to be like a female, like in like this range or from like this ethnicity or like this background or like this sound. And dude, there's no way this doesn't just go there where it eventually can produce.

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You'll have to kind of like orchestrate it a little bit, but like it'll, you don't have the vocals or the music like production talent, like it'll be able to produce the whole thing. And I don't know where you think that goes. But yeah, I mean, I think even like, so being, having YouTube as a background, like I'm always looking for different audio tracks that don't have any licensing that I can use on my YouTube videos without getting a copyright strike. And sometimes they're just, isn't like the perfect sound, you know, or agreeing sounds. So this kind of opens up a whole new category and way to kind of get that exact, you know, vibe you're going for with your music for your YouTube video. But then also, yeah, kind of to go along with what you said with producing music, you know, if you want to make an entire album or playlist, eventually to be able to do that would be amazing for, for streaming purposes as well. I mean, right now I think, I know, Jane, you have a little experience with that, but if you're just making like a beat on repeat and not necessarily producing a full the sound, but if you're just going for like a, you know, techno lo-fi beat, you know, to study to or something like that, I feel like that's a lot more attainable at least now. But I agree with you. Like I think, you know, maybe even months down the road, there'll be a full, you know, music production with AI, which is really cool. Yeah. And I love your, I love your comments on this because in my mind, this goes straight to like side hustles. Number one, supporting like someone that currently has a side hustle, like a YouTube channel, or even like if you listen to like, like our podcast intro and stuff, like there's like a little music jingle at the beginning, we should play around with this, Jamie, after and see if we can come up with a custom music jingle for the podcast intro with Refusion. But I think, like you mentioned, I use, so YouTube, for those that don't know, has like a free copyright free music library that you, they just like let you pick through and you can kind of sort it by genre to try to find like music. But it's funny because I actually watch a lot of YouTube videos where like, there's like a song playing in the background and I'm like, ah, like that's a free YouTube like library song. Like I just like recognize it, you know, and I think even when I'm searching for music there, I wish it was more like this AI experience where like, because I'm just like, you have the filters where you're like, uh, it's like an upbeat mood. Um, it's got like this and then like the song is like nothing like what you actually want. So it would be really cool if you type in exactly like, this is an upbeat mood, like beat, it's going to be blah, blah, blah, you just get like your prompts, a few various, like a few types of prompts. Okay, here's the other cool thing. There's a lot of, um, YouTubers that I see use the same song like over and over again in the background of Mark Rover, which I think is probably a great example for everyone. I swear, he like, when he does the time lapse, he uses the same song for like last 10 years, which is fine. But I think it would be cool if you came up with a custom prompt on something like Refusion that, uh, was like the exact genre and style of song you like. So it fits what you want. But every time you give it to Refusion, it's going to give you a slightly different like variation. It's not going to come up with the exact same song. So it would kind of be cool. You get a custom song for every single thing. Um, so number one, supporting your side hustle, but number two, how do you actually make money from this? And I think there's, there's a number of ways to monetize a tool like this. Um, Jamie, I'd love to hear your opinion, but number one, like you mentioned, I've done a lot with Spotify. So like you literally, I have friends that have made thousands of dollars, um, creating lo-fi beats and just posting those on Spotify and calling

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them like lo-fi study beats or like just like basic stuff like that and Spotify will pay you for every, um, stream you get. And I've done this in a number of areas. I still have like successful Spotify businesses that make me thousands a month, um, from like stuff I've done in the past. So like it's a very viable business. Um, I don't know, what are your thoughts on monetization of that? Yeah. I mean, I think that, that was the first thing that came to mind because I know you, Jayden, are the resident expert on the audio stuff, but another thing I think is really another great way, even for beginners, they could get into it would be through Fiverr, the gig economy, you know, how many restaurants or companies are looking to put ad content out there

and they have terrible jingles or they, they try to come up with it all themselves or they pay someone who is kind of, um, in general, a good video production company, but they don't have the capabilities. You know, you could on Fiverr, uh, produce music or produce jingles for people using AI. And I think you could make a killing doing it. So, oh my gosh. And okay, that is a genius idea. And for anyone listening, this is the way I think you pull this off successfully. It's all about like you use the same tool, the same technology, but you just label it a hundred different things. So you, you just go on Fiverr and you make a post that's like, I'll make you like a YouTube video intro song. I'll make you a podcast intro song. I'll make you a custom, um, like happy birthday, a custom wedding song, a custom, like you just go through like all the different like areas and genres. Um, and yeah, people will, people will come and pay you. But I think the secret there is like, just make a bunch of listings for very niche specific areas where this technology can be applied. And yeah, I think that's a great monetization method beyond just like a traditional, um, you know, posted on Spotify and make it a generic title that can get streams from it. Yeah. I mean, you could even take a little step further and combine it with another, uh, software like, um, you know, the one that can, uh, emulate voices, you could have like, uh, Snoop Dogg seeing a birthday song or somebody, you know, like customized Snoop Dogg

birthday song, you know, like, uh, or, you know, something like that. You could kind of combine and make some really cool stuff. I think so. I think that's a really fitting one because Jamie has been just like talking my ear off for the last week about how meta recently announced that they're doing these, uh, different AI celebrities that you can chat with, like on like WhatsApp and stuff. And the one Jamie tells me he's spent hours talking to is actually the Snoop Dogg celebrity. So I think that's a fitting segue for, uh, from Jamie. We know his music taste now. He's been exposed. You know, I thought you were going to say the Kendall Jenner one. That's, that's the one I think that's got the most media hype is that one. But, um, yeah, that is super creepy and interesting. I think a majority of people were kind of creeped out by the prospect of talking to someone with a chatbot that has like a video there, but it's not really them. That's kind of, uh, I feel like whenever something like that comes out, it's like, wow, this is actually, this technology is, is going to change the world. So no, okay. That's crazy. This is what Jamie and I were talking pre-show, um, that I actually think is going to be interesting. If you want to think about like framing that into how that will actually make money for people, because right now I think, I don't even know, like, I don't know, you could throw out a number, Jamie, but like, what do you think Meta paid, like all of these celebrities to make an AI version of them on there? It's like pretty

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much a marketing stunt. Like, yeah. Well, I read, I actually read the article. Uh, they said they paid five million. So each, yeah. So each celebrity got five million bucks. And I think they spent like two to three hours in the studio, uh, getting like the full, you know, profile of their expressions and stuff. And then made these bots and, uh, yeah, that's a pretty good gig. I would do that. That is wild. Five, five million bucks. So I mean, I think it was for two years of, uh, licensing or two years of usage. That's not even like a perpetual license. That's only for two years. Jeez. That's like, that's a great deal. I saw the Mr. Beast one. I tried that one out. And I mean, personally, I don't really see myself sitting there and chatting with Mr. Beast. You know what they're trying to copy though is, um, character AI, which essentially it's kind of like the same thing, but it's, I think you make the, the bots on there. Um, and I haven't gone deep into actually like making them myself, but they, yeah, it's like, go talk to Leonardo DaVinci, go talk to Einstein. I wonder if it's like, you upload all of Einstein's like publicly available info, or if you just tell the bot, like it's pretty much chat GPT and you just tell it like, act like Einstein and chat GPT kind of already sucked in all the data so it can act like that. But anyways, character AI is incredibly popular. It's like, it's, it was like startling to me that it, um, was competing with chat GPT's iOS app, uh, with how many people were actually using it. And now I don't think there's a way to actually monetize them yet, but I think it'd be really cool if you could make like a bot on there. Um, and then you could like charge people, like have a paywall where it's like, oh, you want to use my Einstein app? Like I've got the best one. It's going to be 50 cents a week or a month or something. Um, like on top of that, I think beyond that is like, if you can turn yourself into a bot, I think that's, there's a number of people that have done that and charge for you to be able to talk to them as a bot. Um, yeah. So yeah, interesting. Yeah, that is super interesting. The, the app that came to mind when you were talking about that is the, um, Cameo app. I remember you could use to like pay celebrities to do like a greedy custom greeting to you. Um, but now it's almost like you could do that artificially with AI and don't even need, you know, but then you have the whole, there's going to be lots of legal issues and licensing type stuff. Um, I don't know what that Oh, go ahead. No, that's a great point. Like that's a great opportunity for Cameo. They don't have to do this for these celebrities anymore. They're just like, Hey, come in, make your profile. Maybe they don't even pay the celebrity there. Make your profile and then just charge people to get cameos from the AI version of you. It's so much easier. I think, okay, this is what I think will run into trouble in that area is like, they have to be really strict about like what the celebrity can then say because it's kind of their brand image. You know, right now it's like, I could, I could be like, Hey, tell my friend I hate them and they're a jerk or something to like some celebrity and they're like, no, I'm not going to say that. It's going to make me look bad. You know what I mean? But if you just go to the AI, you're like, I paid like the like, dude, it is crazy. It's like \$4,000 for some Cameo things. Like if you want like a celebrity to like say a happy birthday wish, right? So I'm like, I paid the \$4,000. I want you to say something terrible like cameos and have to have really rigorous like safeguards so that people don't say crazy stuff on there. One, then there also cameo would be taking a gamble too because they would have to have a license agreement up front with the celebrity. So then if, you know, not enough people make the cameo with them, they would end up losing money. So yeah, it's tricky. I

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don't

know. But I think in that case cameo would just say like, hey, come in for free. We'll do all the recording and they'll just lose money on like the work up front. Like we'll do all the work together. But it's up to you if it actually sells or anyone actually buys it. And I think cameo probably do that for free just to get, especially for the big celebrities and yeah, I don't know. That's real. Yeah, I guess you could say yeah, anytime someone used it to generate a video or something, then they would get a commission of some sort. I wonder if like you mentioned how Facebook or Meta was paying \$5 million. I wonder if cameo paid to get some like big A-list celebrities on there at the beginning. It wouldn't surprise me then now. But it's also it's trickier because like Meta, it's like it's a one and done deal where this is like pay them to get on the platform. But then they got to like actively do the videos. But I guess they're getting paid for it. They get paid as they go. So I heard someone say you can tell who the broke celebrities are by how much they're charging on cameo. That's funny. That's true though, for sure. There's a bunch of people from the office that are great, but they're on cameo and it's like super cheap to get them to say something and they're like, oh man, acting life has not been easy. That's funny. Okay, so I wanted to hop over to the another really interesting piece of news and some different side hustles I think will be spawned from this. But essentially, there is a software. It's called HeyPit. And it's a software for musicians that essentially lets them get studio quality noise reduction from AI. So I know you, Jamie, have mentioned you've used Adobe Audio Enhancer. I guess explain to everyone what that is and how it works, what you've used it for. Sure. Yeah, so Adobe Audio Enhancer basically you can, any video recording you have that has an audio track, it will automatically enhance the audio. So if you're talking to your cell phone, a lot of the background noise, kids crying, wind blowing, all that kind of stuff really takes away from the quality of the audio. When you're doing a podcast, you have a nice microphone and you're up close to your mouth, but normal microphones pick up on the whole room, the audio from the whole room. So an app like the Adobe one or now this new Tape It one will automatically reduce the noise, remove that and then also enhance the audio. And it actually sounds amazing. It's shocking how they do it with the software to take out the background noise and then enhance audio. Some of it is almost hard to differentiate between like a podcast audio. It's pretty cool. Yeah, yeah. So I actually use it for those that, every episode previous to this one for anyone listening, I've used Adobe Audio Enhancer on. So like anything on this, anything on this podcast, I use it. And even though like my microphone is actually pretty decent, when I started podcasting, I had just a really cheap like \$40 USB mic off of Amazon. I mean, and literally putting it through Adobe Audio Enhancer made it sound super professional. So what's really interesting, this technology, I think Adobe Audio Enhancer came out earlier this year. So it's not like that old, but it has been around. Now what I think is interesting is this new one called Tape It. It's specifically targeting musicians. And the reason I think that's important is because when you are enhancing audio or like trying to fix audio for like music, it's significantly harder. For Adobe Audio Enhancer, even when we, when I have like interviews where it's like two people on a podcast, and I do it sometimes like between people talking, it like accidentally clips someone a little early or a little late or has like some like pause issues. It's like, it's pretty good, but it's not

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perfect. But for music, you cannot have that. Like you can't have the end of a drum be clipped off or like you, it just has to be like the perfect exact music just without the the sound. And so I think it's actually interesting. I've actually personally tried Tape It, putting stuff in there. It's actually pretty good. You can go, you can go check it out and find people can go check it out and find it. And maybe we'll leave links in the show notes of this episode to all the articles that we talked about. So you can go look up all these tools. But Tape It's cool because essentially, you can have like your band or you can have a band that plays live. And it's like, in a busy street, so there's people talking and walking around or even like if you do it in a quiet building, there's like a little hiss or a hum, like there's just background sound like fans of my computer, for example, right now can get picked up on microphones. And so having a tool like this literally makes it sound like you are in like a soundproof studio. And it's really impressive. Now, off of the top of your head, Jamie, what side hustles do you think could come out of not just Adobe Audio Enhancer, I guess we get to that, but like this Tape It software, like, like, let's say you're not even a musician, like how can you make money off of something like this? Yeah, that's that's great. I think my mind kind of goes back to the whole fiverr gig economy. You know, let's say you had at a wedding, you know, someone saying a special song, like the dad saying a song to his daughter, and someone recorded on their phone. Again, it's kind of the same thing, you're going to have all that background noise, the people to be able to kind of give it a studio quality feel just with a click of a button, I think is something that people would be, you know, willing to worth, people would be willing to pay for. So I could see, you know, kind of like auto producing, you know, anything like that on fiverr. And from what I understand, you were saying that Adobe is more for vocals and then tape it more for audio. Okay. Yeah, I mean, cheap, it's going to it's going to take the price of the production quality production costs of making music down, which is just going to allow a lot more people to kind of get into the game because I know studio time is very expensive. So if you can, you know, kind of basically offer a service that's almost as good or as good as studio time, you can, there's room to make money for sure. Okay, so many different thoughts on this, but like for those that don't know, I have a background, a little bit of a background in music, I've done a lot of different side hustles. My main thing I do now is software, but I have like in the past, I had a business that was all about like Spotify and music, and I've done like so many different genres. I've done it where I like pay musicians to record music. I have like paid for studio time to get someone in the studio recorded stuff myself, like whatever, I've been all over that industry. And yeah, this is a total game changer. Number one, studio times, freaking expensive. But number two, I actually have paid a lot of money because back in the day, something I used to do, one of my side hustles was I would find a voice talent on Upwork, and I would find a producer on Upwork, and I would find new like trending songs. So like whatever the hottest new Taylor Swift or whatever song that came out on the top of the charts, I would get a production company and I'm like, Hey, like make like a background track that's as true to the original song as possible, like pretty much clone them, but without cloning them, right? Like give me the karaoke version of the song. Then I would go to a vocalist and be like, Hey, here's a track, sing on top of this track, like the song, like your own rendition, just sing it, you know, as best as you can. And then I would have to combine them and I would pay a ton of money for someone to do what they call mixing and mastering of that track. And I think it's something like this helps a lot with

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that, where like you don't have to mix and master it as much, you don't have to remove the hisses or fix the audio as much, because it's kind of just like all baked in, you literally layer the two on top of each other, throw it through tape, it's going to fix any hissing or buzzing, and then your song's good to go. And what I actually used to do then is, of course, I'm sure people are like, you can't do that, that's going to get you copyright struck. So if you publish your music through a distribution company called Lander, they will, they will go and buy the license to, essentially, you can like do a covers of people's music. So it's called a cover license. And pretty much how it works out is like normally, you get paid for every stream your song gets. But if you do something like, if you do a cover license, you have to give 30 cents on the dollar to the original person, but you get to keep 70% on the dollar if you're doing covers. So like, yeah, even for that side hustle, a tool like this would have been incredibly valuable. And like FYI, in case anyone wants to know if it worked, it actually did work. My number one song that I did with this side hustle was a song called Dance Monkey by Tones and I, if you've ever heard of it, it was kind of really popular way back when I don't know what the, I don't know what the thing was, but like, I think this is my guess that the song was like banned in Russia or something, or like the original like vocalists decided they didn't want to release their song in Russia. I don't know what the thing was, because for some reason I did a cover and actually sounded pretty close to the original. But like it had its own spin that the vocalist I chose, she was like really phenomenally talented. But anyways, yeah, we did a cover of that song. And for some reason in Russia, I got so many downloads off of iTunes like thousands of dollars worth of iTunes downloads. Don't know like, don't know why, but like, anyways, it's kind of funny that just the name of the game in that, but something like Tape It would have been very helpful for that side hustle. You're such a boss of the Spotify iTunes world. I love it. Mad, I went, I went. That's kind of how we first met or at least we talked for the first time over about that. That was like, yeah, two or three years ago now. Yeah. So I used to have a YouTube channel all about Spotify and while it is about side hustles. So, you know, this podcast is a continuation of that really. But that was, that was one that was very interesting. Okay, Jamie, the final thing I want to bring this to on the podcast today is Google and Universal Music. They're talking about licensing artists' voices for AI generated music. I mean, this isn't inked, right? This deal isn't done and set in stone. So like, we can't definitively say every side hustle you can do from this. Let's talk about where we think this could go, because I think this is a really, if you're talking about music, which is this whole, this whole podcast episode is about like making money from like AI audio and music kind of tools. Where does this go and where can people make money from this? Like, where do you, what's your predictions on? Yeah, I mean, kind of, I was alluding to it earlier, but I feel like the whole world of like licensing music is going to be really big, even more so for musicians now, because if an AI can basically replicate their sound and their, their voice, they're going to get ripped off, you know, so there's going to need to be a lot more licensing between some of these companies that aren't like Google and the artist, but then also just, you know, figuring out it's kind of like almost like the new way to get pirated, like pirated music back in the day was like a big thing. I feel like this, you know, you could have a song you think is written by Taylor Swift, but it was just an AI, you know, using her voice. So it's, it's, I feel like there could be definitely some, some legal battles for sure. But I think going back to your side hustle that you had mentioned,

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there's a lot of opportunity to kind of, you do like remixes or covers of songs, you know, using the actual artists, but kind of do like, you know, Taylor Swift's dubstep version, you know, I don't know, like, I feel like there's a lot of ways you could go with that. What are your thoughts? Yeah, no, I think you're spot on. I didn't even think about that. Yeah, like, I don't even need to pay a vocalist for that side hustle anymore. If, if like this happened, I could just license the original artist's voice. Okay, but I think once it goes beyond just like doing a cover of an artist with their own voice, okay, that's, that's wacky because then it literally, oh my gosh, okay, this, this is open to a whole other can of worms that I thought about. Here's a, here's a horrible side hustle for all the degenerates listening to this. If this gets approved and passed, and you can make like, you know, if you can make music with people's voices, and it's like the licensing, so it's probably gonna be a similar deal where it's like, you give 30 cents on the dollar for any money made. If this gets passed, this is the best side hustle to do. Go to every famous celebrity, every famous thing, I mean, this is, you use AI, so these tools are already out there, you can, you can scale this pretty quick, and you make studio version of like every, every album that already exists. It's like Ed Sheeran's studio version, Ed Sheeran like live performance, Ed Sheeran live, and like, yeah, you literally just do it, and it's like totally legal. It's 100% legit. It's Ed Sheeran's voice singing Ed Sheeran's music. I guess you need the production of the background of the tracks, but that's not very hard to get people to help you with, and a lot of that's just like publicly available for free. But yeah, oh my gosh, that'd be so funny. You use Refusion, right? And yeah, you do it over. Refusion, get the production done, and then be a complete degenerate. So okay, my actual like opinion on this though is, I think this is the right move. A lot of people, I've been seeing like, you should look it up, AI Johnny Cash, it's fantastic on YouTube. People are already making this kind of music. In fact, there was recently a couple of months ago, there was a Drake and the Weekend song. It was a collab that was completely generated by AI. So there's a bunch of open source AI models, they're open source. They're not necessarily ones that are like commercialized so much because people are worried about copyrights, but people just make their own open source versions you run on your computer and generate it. It's a little bit more technical, but you can do it. Anyways, go look it up if you're interested. But it's like the technology's there. But yeah, there was a Drake and Weekend song that went totally viral. And as I listened to it, it was actually pretty good. I'm like, dang, this is a good song. But anyways, this is going to happen whether people like it or not. There's going to be open source models. It's going to be the bootleg music, whatever. People are going to make their own music. And this was like something, it wasn't even something Drake had ever sung before, right? They got chat should be tea to say, write me a Drake song about this and chat should be of course is good at that. Then they throw it into this model and it wraps it like Drake sounds perfect. So this is going to happen whether people like it or not. So I think this is 100% the right move for someone like Universal Music, because originally when this happened, Universal Music and all the other music people, they like hardcore sued the people that were releasing this music on YouTube, they're like, you know, big lawsuit, take it down, kill it. And of course, like, I think they have the original people did, but so many people like grabbed it and re uploaded it that like I was able to find like a bootleg version somewhere and like, come on, I want to hear the song. But like, yeah, you make money from this. And so I think this is the right play of doing the licensing, because they're not going to be able to shut this down.

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If the technology is available and it's a super pound of Drake, they're going to make Drake songs like it's fun, right? They just want to do it. So I think the licensing is the right move for them in this regard. Yeah, and I think, I think unfortunately, the people who maybe are going to get hit worse by this are the like small to medium sized artists who, you know, maybe the like YouTube, you know, can detect if there's copyright infringement, maybe on the smaller artists, they won't be able to recognize their voice. And so they may get hurt harder than big time artists, you know, but

Yes. So I think in the tradition, like in what's currently happening, that's 100% the scenario and the situation. But I think if Google and Universal Music ink this deal, then it's going to be built into YouTube and it's probably going to be a lot more robust. And hopefully YouTube would just be able to catch it in credit.

Yeah.

So I think, well, yeah, inevitably, that's why Google's doing it. So that's cool. And I think it also brings me back to like earlier this year when Grimes, who is, you know, Elon Musk's, one of his like, I don't think they're together now. Maybe. Yeah, maybe mama.

She said like, Hey, anyone can use my voice and clone it with AI. I think she even made a tool for them to do it. But she said, just split the royal, you have to split the royalties, 5050 with me and she carried it a whole system for that. So I think it's that same concept.

Like why not? If you're an artist and you're not pumping out a million albums a year, like if someone wants to, especially for Drake, maybe not so much, right? The guy's got a brand, he comes out with his album every year. It's, he's got kind of system Taylor Swift, sort of the same thing. But for like people like Grimes or like smaller than, smaller than the mega stars, like why not? Let someone use your voice and if they create something really cool, split the revenue with them. Like that's cool. There's a lot of people that are very talented musicians. Like I have a brother, phenomenally talented musician and producer, like he produces music, but he just like doesn't like singing. So that's not his thing.

But if he could just go and license everyone else's vocals and put them on there, like he'd be over the moon and like he makes really good songs. Like the lyrics are good. The audio is good. Like everything's good. He just doesn't like doing the vocals on top. So I think that's a really cool way to create a whole new revenue stream and a whole new side hustle for people that aren't like vocalists. So yeah, that's exciting. That's cool man. All right, Jamie.

While it was fantastic, thank you so much to the listener for tuning into the AI hustle.

We're going to be doing these installments, these episodes. Once a week, we'll have this kind of news breakdown and talk about different side hustles we think that are coming out of breaking AI news. Really to keep you on the cutting edge of like what's coming down the pipe. Of course, like we can talk about just random side hustles you could do, but there's so many new ones. And I think this is the reason why Jamie and I felt so strongly about this kind of specific segment and why we think this is really important, why we're doing this podcast for free for you right now is because we believe that the first people that take advantage of these big technological shifts are the ones that are going to have the best impact and the biggest opportunity to really take an opportunity and make money from it. So I'd say strike while the iron's hot, if any of these side hustles sound interesting for you, start looking into them, start getting familiar with them because the first people that do this are going to be the

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ones that are the most successful. And at some point when a market gets oversaturated, there is quote unquote a moat, I believe that comes from whoever did it first. They were able to get their accounts pushed the furthest. They're following the biggest in a specific area or whatever their piece of content was able to get the biggest. And so yeah, we're keeping you on the cutting edge so that you can be that person. Yeah, dropshipping was the thing five years ago everyone was trying to get into with the early ones are still making a killing doing it. But yeah, there's just so much opportunity with AI. It's insane. So are we really believing it? Thanks for watching guys. Yep. Thanks so much and make sure to rate us wherever you get your podcasts. Have a great rest of your day.