

EMERGE, The Experimental Media Research Group presents:

Co/Located

An evening of experimental network music

When: Saturday 14 May at 7:00PM. Doors open at 6:30PM.

Where: Kimmeridge KG01, Bournemouth University England with performers interacting via a high-speed network from Tromsø, Norway and Santiago de Chile, Chile.

Free admission

Programme:

4 cutting edge pieces will be presented, all using network technology as the core for producing sounds and sights.

The Loop by Jackson4 (Tom Davis, Jason Geistweidt, Alain Renaud)

The Loop explores the possibilities of co-located performance, decentralised composition, and the acoustics of network. This performance begins with a brief improvisation presenting acoustic sources to excite the network. This material is shared, transformed, and reintroduced into the composition. This process continues through successive generations until a predetermined time or a point at which the composition naturally concludes. The result is an integrated meta-instrument and an emergent composition, with no one artist being the sole performer or composer.

Leech (Curtis McKinney)

Leech is a multi-media composition that explores the moral and physical dimensions of music piracy. Leech includes components of sonification and music composition, using the actual mechanisms that enable BitTorrent downloads as mined data for real-time algorithmic sound production. Network data is mapped in musically and visually meaningful ways to produce an experience that embodies the look and sound of piracy. Furthermore, the actual music being pirated is itself used as a resource for audio processing and music composition. Performed in real-time, the composition provides multi-factorial insight into the world of music piracy.

The Number Game by NetVs.Net (Juan-Pablo Cáceres, Alain Renaud)

The number game, explores visually and sonically the network distance between Bournemouth and Santiago. Two performers are interacting in real time over the network through variable sonified delays to create a piece that relies on the unexpected conditions of the network between the two places.

Twinthesis: Twitter Powered Synthesis (Sam Harman)

Twinthesis is designed to explore the 'sound' of twitter, in an attempt to sonify the human randomness being generated on the service. The aims of this project, are to create a synthesiser capable of both additive and granular synthesis using live tweets to generate and manipulate the sound.