(Dis)integration of tangibility and audibility in multimodal performance

February 24, 5:00-7:45pm

Abstracts

Name: Eduardo Meneses and Takuto Fukuda
Presentation title: Overview of T-Stick Music Creation Project
Description: This presentation introduces the process of the T-Stick Music Creation project. The project originally aimed at exploring gesture vocabularies enabled by T-Sticks through compositional practice. As a result of the intensive work by the five fellow composers selected through an open call, the project culminated with the concert presentation of their pieces at improv@CIRMMT on 11 February, 2020. The presenters will conclude the impact of the project, and further work based upon the contributions from the composers' commitment.

Name: Erich Barganier
Presentation title: The taxidermy of negative space: A study in affordability, chance procedure, and datamoshing
Description: This talk will discuss the compositional and aesthetic considerations of composing work for a gesturally-controlled instrument that lacks native software. How do you approach a familiar object or shape and make it exciting? What happens when the affordability of an object is distorted by chance procedure? Why is it important to integrate the T-Stick into multimedia artistic approaches? This talk will cover these topics, as well as the T-Stick's relation to databent video and the other media presented during the concert.

Name: Michal Seta
Presentation title: Video game as a vehicle for performance of a comprovisation
Description:
I will talk about my approach to a video game piece as a device to perform an audio-visual work and its application in *mimoidalaube* and other recent works.

Name: Vincent Cusson
Presentation title: Invoking audience's curiosity in my recent installation, *Balance*
Description: The presentation explains my design strategy to invoke audience's curiosity for my recent installation piece, Balance for T-Stick.

Name: Yanik Tremblay-Simard, Diego Bermudez-Chamberland
Presentation title: Reflexion: Encounter of T-Stick and theremin
Description: In this presentation, we will reflect on the gesture links to sound that we found effective in the adaptation of a piece for T-Stick and how we approached interaction between the performers. We will do an overview of how we think we improved one of our piece by putting focus on the performance itself.

Name: Kasey Pocius, Danielle Savage, Arturo Hidalgo, Gabriel Gustafsson, Liam Mansfield
Presentation title: Synthetic Icescapes - Collaborative mapping & composing for the Laptop Orchestra

Description: Synthetic Icescapes explores collaborative mappings in a laptop orchestra setting, and the importance of synchronous/asynchronous gestures. Kasey will discuss how their performance practice shaped their interactions with the T-Stick, how their process evolved as a T-Stick soloist, and how the relationship with the laptop orchestra has formed the final compositional process. Individual orchestra members will discuss their experience in a support role of the T-Stick, and how working with or without the soloist's sensor data formed their performance practice.

Names: Alexandra Tibbitts & John Sullivan
Presentation title: The Bionic Harp: Co-design of an embodied augmented instrument
Description: The Bionic Harp is a collaborative research project between digital luthier John Sullivan (PhD candidate in music technology) and independent artist Alex Tibbitts (CIRMMT collaborator member). We introduce a digital interface to augment the concert harp with real-time controls for audio processing in live electro-acoustic performance. Our approach to augmented instrument design exploits the large and readily accessible surface of the harp as an ergonomic layout for manipulation, leveraging the tacit embodied connection between performer and instrument.
For the workshop, we will discuss the impact of—and methodologies for—participatory design of musical interfaces between instrument builders and performers, and the development of new works for new and evolving instruments.

Name: Ana Dall'Ara-Majek & Takuto Fukuda
Presentation title: *Higher order gestalt fromage*: Influence of T-Stick design feature to the compositional structure
Description: How does an affordance of musical interfaces affect our compositional strategy? A gestural controller's duo, blablaTrains, will discuss how we addressed this question through a comparison between our new composition 'Higher-order gestalt fromage' for T-Sticks and our previous works for our own gestural interfaces. The presentation covers the influence of interface designs on our compositional strategies such as possible gesture-sound combinations, inter-performer communications, notation strategies and formal organizations.

Name: Martin Marier
Presentation title: the Sponge
Description: I will talk about the sponge: how it works, what it does, works composed for it, its evolution over the last years.

Name: Patrick Saint-Denis
Presentation title: Scenographic instruments, a hybrid approach to interactive design
Description: I will present different projects revolving around the idea of scenographic instruments. These instruments feature an approach to interactive design that is simultaneously aimed at enriching listening with symbolic connections and enriching electronic music performance with input devices.