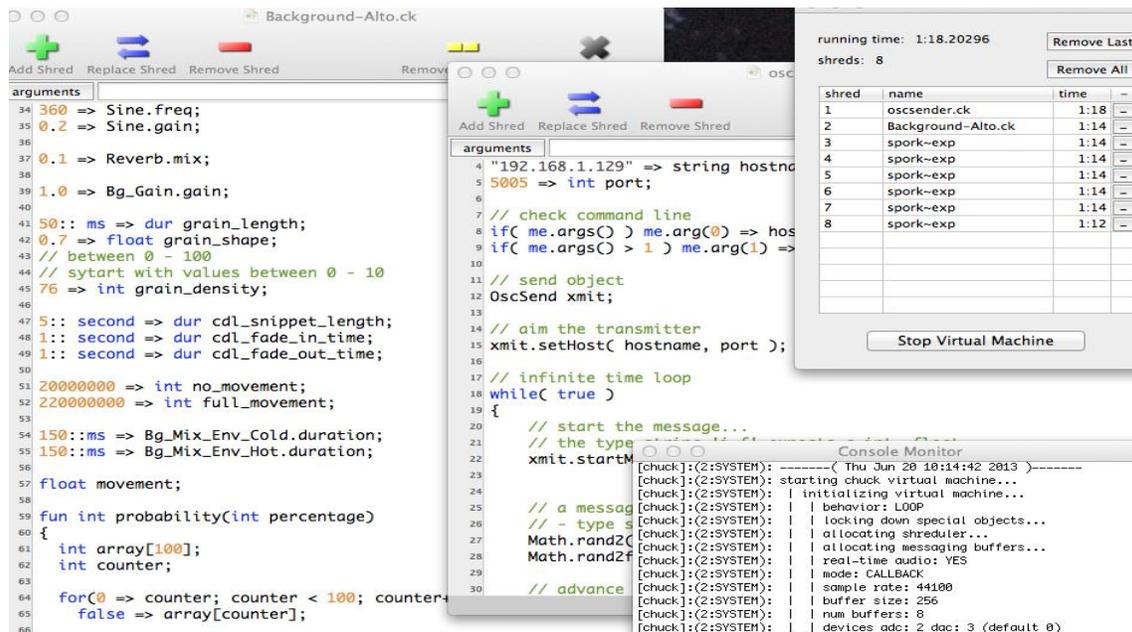




Open CUBE – Konzertreihe KulorK: Kunst Uni Graz Laptop Orkestra

Abschlusskonzert der LV "Instrumentalmusik und Live-Elektronik"

Leitung: Visda Goudarzi



Donnerstag, 20.06.2013, 20.00 Uhr, IEM CUBE, Inffeldgasse 10/3, 8010 Graz

In Zusammenarbeit mit der Gesellschaft zur Förderung von Elektronischer Musik und Akustik – GesFEMA

Clix 6'**Ge Wang (2007)**

Clix is a Laptop Orkestra classic created by the Architect of the programming language Chuck which is going to be used throughout the concert tonight. In this piece, human operators type to make sounds, while their machines synthesize, synchronize, and specialize the audio. Every key on the computer keyboard (upper/lower-case letters, numbers, symbols) is mapped to a distinct pitch (using the key's ASCII representation) and when pressed, emits a clicking sound that is synchronized in time to a common pulse. A (human) conductor coordinates frequency range, texture, movement, and timing.

Dots and Lines to plane revisited 7'**Andres Gutierrez (2013)**

This piece consists of the development of a texture that is created by the performers. Each Performer plays with the Trackpad of their laptop as the input for the textural instrument.

Untitled 7'**All KulorK and other Lorks' members (2013)**

This is an improvisational piece to explore different interactions in a Laptop Ensemble. The instruments are evolved throughout this semester and other semesters by different Laptop Orkestra members.

Three types of instruments are used in this piece: 1. Using microphone input and creating an atmospheric feedback with it. 2. Using tilt sensor of the laptop to make drone- like sounds using different intervals. 3. Using keyboard input to control a granular synth.

City at Night 7'**Benjamin Stahl and Paul Wolff (2013)**

"City at Night" is an audiovisual piece capturing different aspects of the nightlife in a big city. While a small group of musicians create a background atmosphere with their movement, one musician performs categorized field-recordings. The density of human voices depends on the movement of the other performers.

The visual part is controlled by the motion and the sound on the one hand and by direct commands on the other hand. The musician, who plays the samples, represents the human walking through different places in a city, while the city itself is represented by those who control the atmosphere with their movements.

Melodies 8'**Visda Goudarzi (2013)**

This is a Live-Coding piece. The piece is originally made for the acoustic of a church but it can be performed in any space. The performers interact throughout the piece by changing the parameters of the synthesized melodies throughout the performance. The main melodies are evolving from Sin Oscillators to rougher sounds of Saw Oscillators.

Open CUBE – Kalendarium

25.06.13 18h00 – Open CUBE Concert , Studierender der LV “Live-Elektronik”
von Peter Plessas

Details zur Open CUBE Konzertreihe unter:

<http://iem.kug.ac.at/veranstaltungen/open-cube.html>