

HAMU research grant 2014–15

international guest: **Matthew Ostrowski**

Event
Schedule:

IIM

19. 11. 2014

17:00–19:00

Opening by Michal Rataj **17:00**

Gilberto Agostinho: Virtual Acousmonium 17:05

The aim my research is to develop an audio engine that can be used by other artists to create acousmatic music and sound installations in a 2D virtual acousmonium, as well as explore the recent technological advancements in the field of augmented reality. The project is being created using Pure Data and the OSC protocol run by an iOS device.

Jan Trojan: Metal Sheet Nr. 2 17:20

Metal Sheet Installation & Composition [MS.INCO]

The research proposes new version of an electro-acoustic instrument for live performance. It is based on large scale metal sheet and an interactive sensor based circuit powered by the Leap Motion technology
Metal Sheet Nr. 2 is a sound installation dealing with percussive sound of small electromagnetic actuators driven both by sensors and a microphone feedback.

Matouš Hejl – Piano Solenoids 17:35

The research is based on simple solenoids acting as small percussive actuators inside piano. The vision is to create a set of dozens set of such actuators operated via MIDI as a live performance tool.

**Michal Rataj: Wacom tablet 17:50
as a tool of virtuosity in music performance**

Wacom tablet could be considered as an obsolete tool (from perspective of current touch-based mobile devices). The research of a composer / performer proposes this kind of technology as a tool with incredibly precise tactile qualities establishing a wide field of real performance virtuosity, which seems to lack on electronic music stages today.

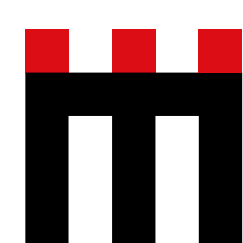
Daniel Bartoš: Motion Origami 18:05

The research based on the Leap Motion sensor introduces live performance strategies with gesture based control of sound transformations spatial sound distribution.

**Matthew Ostrowski: 18:20
Concert / presentation**

Ostrowski has been working in the realm of electro-instrumental performance since the early 1990s. He will present his current hardware/software configuration for live performance, using the Leap Motion controller and software of his own design. Ostrowski's goal, as both engineer and artist, is to create a performance environment capable of implementing the vast sonic palette made available by digital technology through methodologies which, like traditional musical instruments, have their own logic, potentials for virtuosity, and unique voice.

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