

Workshop

Sound in immersive digital performance environments

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By
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Workshop in
English language
Participants are selected on the
basis of application

CREW is a Belgian based performance company working on the cross-road of performance art and new technologies. The CREW workshop in Graz will be organized in close collaboration with IEM and will focus on the use of sound and music as a performative tool for immersive digital environments. The workshop is limited to 4 participants with a good knowledge of technologies for recording and spatialization of (ambisonic) sound and a creative interest in multi-disciplinary environments.

Research question of the workshop:

The technology used by CREW to create its immersive environments implies a Head Mounted Display (HMD) that offers visitors omnidirectional video-based images. The device enables the visitor to physically move around and walk inside visual and auditory environments (virtual and live) and it enables him to interact with this environment. The visual and auditory material can be organized and edited.

The immersive nature of this implies a high and continuous feeling of 'presence'. Sound and music strongly relate to this notion of presence. In the workshop we will explore strategies for the production of meaningful sound (or music) for this immersive environment and address aspects related to the conceptualizing, the making, the recording, the editing and the postproduction of a sound field. Participants will work on editing and montage examples that integrate auditory, visual and tactile experiences.

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Profile of participants:

- a creative interest in multi-disciplinary environments (interested in conceptualizing and creating sounds and sound fields)
- knowledge of DWA (Protools / Ableton/ Ardour...)
- knowledge of audio-recording /microphone set-ups
- knowledge in the recording and spatialization of sound, ambisonic sound, A-Format to B-Format conversion, binaural sound, HRTF filters...
- knowledge of a (graphical) prototyping tool is a plus: Max/MSP, PureData...