

CCM

STUDENT ARTIST SERIES
PRESENTS

SONIC
INSTALLATIONS

Mara Helmuth, coordinator

Wednesday, September 6, 2023
Cohen Family Studio Theater
1:00-8:00 p.m.

PROGRAM

(all running simultaneously)

My Places

Brad Garton
(b. 1957)

*Roosevelt
Whidbey
Cahors
Schweiz
Woodlake
Canada
Nagano*

Sound City v2.3.8

Andy McFarlane
(b. 1992)

Ninjitsu Duel

Yunze Mu
(b. 1994)

Luminous

Carl Jacobson
(b. 1995)

neon

Carl Jacobson

ALTAR

B. Kieran McAuliffe
(b. 1995)

PROGRAM NOTES

My Places - Brad Garton

There are now seven locations, two scenes in each. Each one of the scenes is a remembrance from a place that had resonance in my life. To get to the second scene in each location, search for the Mystic Portal (what's a VR app without Mystic Portals?). The portal will transport you to a separate location and/or time.

Sound City - Andy McFarlane

Sound City is an interactive music world where the user is the composer! Use the controls to explore three distinct sections of the City:

1. The playful **Park** with singing Scrapers, tweeting Chirpers, and droning Floaters.
2. The peaceful **Dock** with ringing Chimers and bellowing Wailers.
3. The chaotic **Disaster** with warbling Townies, rattling Squirts, wailing Protectors, and the ominous Octoslime.

All Sound City's sounds are crafted using RTcmix instruments and manipulated according to in-game changes and the user's movements and actions.

Ninjitsu Duel - Yunze Mu

Using neural network based pose recognition, RTcmix~, and Max/MSP, Ninjitsu Duel is an installation for one to two people to learn and explore Japanese Ninja hand gestures and use them to play with the other person--just as they are in the popular animations Naruto and Boruto.

Luminous - Carl Jacobson

In Luminous the participant enters a virtual environment for creating pattern-based music. Deep within a misty cavern the player encounters glowing crystals, runes, and plinths which can be organized to create generative musical structures. Luminous is built in Unity, with sound programming in the Chuck realtime synthesis language.

neon - Carl Jacobson

This installation features an endless cascade of overtone chords linked by lingering common tones. The sound is visualized as neon lights, with the color, position, and brightness representing the partial, panning, and amplitude of each voice.

ALTAR - B. Kieran McAuliffe

A mysterious game in which the board reacts to placements of esoteric cards.

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