

NEWSOUNDS NEWSOUNDS NEWSTYLES

THURSDAY 14 DECEMBER 2017

EXPLORING INTERSECTIONS

HACKOUSTIC ARTISTS : in the breakout space

Sam Battle – LookMumNoComputer : Synth Bike 3.0

Force of nature and extreme sound hacker Sam Battle, aka LookMumNoComputer, is bringing his astonishing 'Synth Bike 3.0' for you to have a go on. Take a ride and make some tunes!

lookmumnocomputer@gmail.com • patreon.com/lookmumnocomputer

Kuljit Bhamra : Evolution of the Tabla Drum

Kuljit is a musician, performer and record producer. A pioneer of the British Bhangra sound and tabla player in Hollywood movie soundtracks, he is currently on a mission to demystify Indian music. Together with his team at Keda Music, he is developing tools and systems to make Indian drumming more accessible.

kuljitbhamra@gmail.com • www.keda.co.uk

Tom Fox – Vulpestruments : Proximity Mixer

Tom Fox specialises in building instruments from the most unlikely upcycled materials. Old books, pond pumps, hairdryers and anything else he can get his hands on. His incredible 'Proximity Mixer' is a machine that allows you to mix tunes like never before.

offtandiscord@gmail.com • www.vulpestruments.com

Jen Haugan : Sonic Ensemble

Jen Haugan is an animator, graphic designer and sound artist currently doing Information Experience Design at the Royal College of Art. Her 'Sonic Ensemble' is a collection of objects that recreate sonic effects such as the Doppler Effect to explore how we can use the sonic environment as a compositional tool.

jennifer.haugan@network.rca.ac.uk • www.jenhaugan.com

Andrew Hockey : Kinetic Tones

Andrew Hockey is a producer, composer and active member of the Roundhouse Audio Collective. 'Kinetic Tones' is an installation that combines open source software and hardware, contact microphones and re-purposed newtons cradles and marble runs to create an original piece of generative music.

andrew_h767@hotmail.com • soundcloud.com/staticcitymusic

Tim Yates : Curio

Sound artist, musician and instrument builder Tim Yates creates exploratory musical instruments for you to experiment with. 'Curio' is a musical box designed for the discovery of music. Investigate the instrument, it's interface and textures and listen carefully to the sonic result!

tim@timbyates.com • www.timyates.net

OF MUSIC AND TECHNOLOGY

IMMERSIVE EXPERIENCES : in Immersive Lab

Kinicho – 3D Audio

'The Wolf Takes A Walk In The Dark, Dark Wood' was commissioned by Unity Theatre Liverpool and written by composer Patrick Dineen. The composition and arrangement makes full use of Sympan's spatial capabilities to take the listener on a kinetic musical journey through the wood.

www.kinicho.com

Lee Mason – VR Authoring

Exploring a mixed reality 'snow globe' concept using 3D printed VR sculptures and Unity. All of Lee's 3D assets are created in VR via Google Blocks, Tilt Brush and MasterpieceVR. He plans to make the artwork as accessible as possible via WebVR. The first iterations are to be experienced online with a simple MobileVR Google Cardboard headset via the free Sketchfab platform.

www.lee-mason.co.uk

Focal Point VR – Stereoscopic VR

Virtual Reality offers an entirely new way of experiencing the real world. With streamed VR video, this emerging technology can give people the chance to be in the best seat in the house for every future real-world event.

www.focalpointvr.com

CURATION AND PRODUCTION

Malcolm Garrett RDI : Images&Co

Tara Solesbury : AHRC Creative Economy Programme

Eliza Solesbury : AHRC Creative Economy Programme

Sam Michel : AHRC Creative Economy Programme

Asa Bennett : Illustrious Company

Elena Ware : Images&Co

HOSTS

Jeremy Silver : Digital Catapult

Andrew Chitty : AHRC Creative Economy Programme

CREATIVE ECONOMY PROGRAMME

ROYAL HOLLOWAY UNIVERSITY OF LONDON, MEDIA ARTS DEPARTMENT
11 BEDFORD SQUARE, LONDON WC1B 3RF

PROGRAMME : all times approximate

12.00	Lunch: Immersive experiences + Hackoustic artists
1.00 – 1.30	Welcome and introductions Digital Catapult : Jeremy Silver AHRC : Andrew Chitty Fred Deakin : What is Immersive?
1.30 – 2.50	Session One Applied Soundscaping : Fred Deakin + Martyn Ware + Stefan Kazassoglou Interlude : Dr Paul Ferguson Feminist Algorave : Joanne Armitage + Coral Manton Interlude : Kirk Woolford Where are we? : intro to VR : Simon Poulter + Lee Mason + Jonathan Newth
2.50 – 3.20	Breakout : Immersive experiences + Hackoustic artists
3.20 – 5.00	Session Two Interlude : Joel Karamath Radiophonic Workshop : Mark Ayres + Roger Limb Interlude : Jack Driscoll Audio hacking and instrument making : Helen Steer, Tim Yates, Tom Fox, Kuljit Bhamra Interlude : Luke Worgan [re]locate : Tahera Aziz
5.00 – 5.30	Audience Q&A moderated by Fred Deakin
5.30 – 6.00	Breakout : Immersive experiences + Hackoustic artists
6.00 – 6.45	Performance : Project 2
7.00 – 7.45	Performance : OFFAL
9.00	Close



Arts & Humanities
Research Council

CATAPULT
Digital

SPEAKERS : in the main room

Fred Deakin : UAL – host and co-curator

Fred Deakin is Professor of Digital Arts at University of the Arts London, a role that he combines with his creative projects. He was formerly half of electronica duo Lemon Jelly and co-founder of ground-breaking digital studio Airside.

hello@freddeak.in • www.freddeak.in

Martyn Ware : Illustrious Company – co-curator

Martyn was a founder of The Human League, BEF and Heaven 17 in the late '70s. He launched Illustrious Company with Vince Clarke in 2000 to exploit the creative and commercial possibilities of their unique three-dimensional sound technology. They collaborate with fine artists, the performing arts and corporate clients around the world.

martyn.ware@mac.com • www.illustriouscompany.co.uk

Stefan Kazassoglou : Kinicho

Kinicho is a creative arts and software development start-up working in Immersive Audio. They are developing Sympan, a Sonic Reality Engine framework for Object-Based Audio that extends the ambisonic model and delivers a new technique for the binauralisation of 3D Audio. Using a Design Thinking approach for their commercial R&D has allowed them to build tools for collaborating with a range of artists across music and transmedia.

stefan.k@kinicho.com • www.kinicho.com

Joanne Armitage : OFFAL

Joanne is a researcher and artist working with sound, physical computing and multisensory design. She lectures in digital media at the School of Media and Communications, University of Leeds. Active as a live coder, Joanne performs internationally within the Algorave and experimental electronic music scenes. She has delivered numerous workshops and talks on live coding at universities and institutions in the UK and USA.

midigirl1990@gmail.com • [joannne.github.io](https://github.com/joannne)

Coral Manton

Coral Manton is an interdisciplinary artist, technologist and researcher – part of the i-DAT Research and Design Collective – with special interests in immersion, data visualisation, games, spacial audio visual collaboration, and shared VR experiences. She is a live audio visual artist performing regularly at Algoraves and festivals across Europe.

coralann.manton@gmail.com • www.i-dat.org

Simon Poulter : Close and Remote – co-curator

Simon Poulter has worked within the art and technology sector for twenty years, with a national profile both as an artist and curator, working with all of the UK's leading art and technology organisations. He is Director of Collusion, based in Cambridge, an art and technology organisation. which commissions new work from artists connecting into Cambridge's academic and tech sector. His artistic practice is developed with Sophie Mellor as Close and Remote.

simon@viral.info • www.closeandremote.net

Lee Mason

Lee is an artist with a graphic design and digital illustration background who has been utilising new opportunities afforded by the HTC Vive and associated Virtual Reality art programs to create sculptures and virtual environments.

lee@lee-mason.co.uk • www.lee-mason.co.uk

Jonathan Newth : Focal Point VR

Focal Point VR is dedicated to creating the technology necessary to realise the dream of being able to put on a VR headset and be 'teleported' to another place, live: placing the user right in the heart of the performance.

jonathan@focalpointvr.com • www.focalpointvr.com

Mark Ayres & Roger Limb : Radiophonic Workshop

Hailed for its experimental and pioneering work in electronic music and music technology, the BBC Radiophonic Workshop, one of the sound effects units of the BBC, was created in 1958 to produce incidental sounds and new music for radio and, later, television, including the ground-breaking Doctor Who theme.

en.wikipedia.org/wiki/BBC_Radiophonic_Workshop

Helen Steer + Hackoustic artists

Hackoustic is a hacking group dedicated to exploring acoustics, instrument building, hacking and sound-art. Its aim is to provide a platform for sonic-hackers of all kinds, from instrument builders to scientists to sound-artists, to present their work to the public, as well as providing workshops and other educational opportunities. .

helen@dokits.com • www.hackoustic.org

Tahera Aziz : [re]locate

Tahera has had a longstanding creative and socio-political interest in identity, migration and racism, producing artwork that explores how wider socio-political issues or events can impact on the individual to shape their experiences and sense of self. [re]locate is a sound installation responding to the tragic events surrounding the racially motivated murder of the black teenager Stephen Lawrence near a bus stop in southeast London in 1993.

tazaziz@gmail.com • www.taheraaziz.com/projects/relocate

INTERLUDES : in the main room

Dr Paul Ferguson : ENSEMBLE

The 'ENSEMBLE' project will explore how musicians can perform live together, seamlessly as a group even though they are separated by distance, mediated through cutting-edge connection technologies. It will examine the subjective, experiential and contextual factors that support high quality performance experiences, primarily from the perspective of the performers themselves.

p.ferguson@napier.ac.uk

Kirk Woolford : vRSP

The 'vRSP' project explores new, responsive, immersive, and interactive methods of experiencing a performance, as well as allowing users to explore the unique heritage places for which these performances have been created. It builds on expertise in site-specific performance, 3D audio recording and (re)construction, performance capture, live imagery, video game development tools virtual and virtual/augmented/mixed reality.

k.wool@surrey.ac.uk

Joel Karamath : Interaction Design Arts at LCC

Joel is Course Director of BA Interaction Design Arts at the London College of Communications. The course aims to produce designers who are not only technically proficient practitioners but individuals who are critically, socially and ethically engaged with the world around them.

joelkaramath@gmail.com • www.ida-lcc.com

Student work : Interaction Design Arts at LCC

Heartbeat Orchestra : An interactive musical installation that measures the pulse rates of five participants and generates orchestral music from the data.

Mon Violon d'Ingres : A large-scale installation in the atrium space of LCC. 'Mon Violon' uses the body's natural conductivity to activate a musical chandelier.

Acoustic Totem : An installation involving not only sound but also light and shadows. By moving, dancing, wandering around the totem, the audience creates shadows that trigger a series of solenoids placed along the beam.

degorgment : An instrument inspired the by the musicality of a popping cork.

Loud Silence : What happens when small, often imperceivable sounds, are magnified in order to dominate the acoustics of a space?

South Bank Sound Lab at LSBU

The Music & Sound Design degree at London South Bank University prepares students in areas of the creative industries such as music, film post-production and game audio. Justin Randell, the Course Director, has expertise in sound synthesis, mixing and processing, and Senior Lecturer Dr Adam Parkinson has published research on topics such as Human-Computer Interaction, Sound Art, Design Practices and Sonification. South Bank Sound Lab is a series of events that promotes student work alongside internationally renowned practitioners.

adam.parkinson@lsbu.ac.uk • www.lsbu.ac.uk

Jack Driscoll : LSBU

'POLYOP' fuse organic and machine aesthetics with sci-fi mythologies to create an immersive audio-visual voyage. Their sound fuses the DNA of funk, jazz and electro with techno and modern sound design with emerging web graphic technology to construct a cubist hyperspace..

driscoj4@lsbu.ac.uk

Luke Worgan : LSBU

Luke challenges perceptions of liveness through a combination of analogue electronics and playful 'home made' gesture and touch-based interfaces. By replacing conventional keys, faders and buttons with touch-pads, echo-location and other sensors electronic music has a more expressive, and human feel.

worganl@lsbu.ac.uk

PERFORMANCES : in the main room

Project 2

Project 2 are Katy Schutte and Chris Mead with live soundtrack by Fred Deakin. They are improvisers exploring the genre of science-fiction, creating the dialogue, characters, stories and music for their shows from scratch every time they take to the stage. They have performed together for over five years and also regularly teach and write about the art of improvisation.

www.scifiimprov.co.uk

OFFAL : Orchestra For Females And Laptops

OFFAL is an international collective of women laptop performers. For this performance Joanne Armitage will be joined in the network by Libertad Figueroa, Diana Medina and Amble Skuse.

[offal.github.io](https://github.com/offal)