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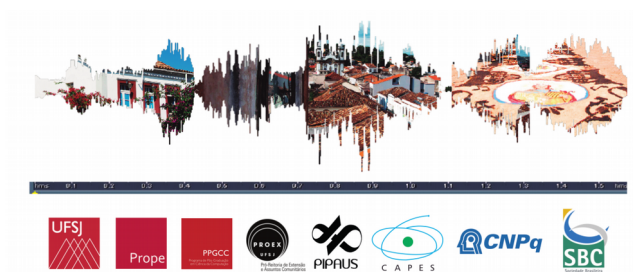
São João del-Rei - MG
Brazil

Concert Program

Wednesday
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17º Brazilian Symposium on Computer Music
Federal University of São João del-Rei
Campus Santo Antônio
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Iterative Meditations

Aluizio Oliveira
(Universidade Federal de Minas Gerais)

This piece explores the possibilities of using Music Information Retrieval and Signal Processing techniques to extract acoustic features from the recorded material and use this information on the decision making process that is intrinsic to music composition. By trying to identify or create sound descriptors that could represent the composer's subjective sensations of listening it was possible to compare and manipulate samples on the basis of this information, bridging the gap between the imagined acoustic targets and the actions required to achieve it. "Iterative Meditations" was created through an iterative process of listening, analyzing, acting and refining the analysis techniques used, having as end product the musical piece itself as well as a set of tools for writing musical pieces.

O Chaos das 5

Orchidea e Movère
(Federal University of São João del-Rei)

"O Chaos das 5" is an audiovisual digital performance. The guideline of the performance is inspired by Alice, from Lewis Carroll book - Alice in the Wonderland, as a metaphor to take the audience to a synthetic and disruptive wonder world. The concept of the performance is to conceive the possibility to the audience to interact through digital interfaces creating an immersive and participatory experience by combining three important layers of information (music, projections and gestures) through their cellphones. Once that the audience members take part of the show on an immersive aspect, there is no stage or another mark to limit the space of the performers and the audience. The Musical Layer is composed by the digital devices to be accessed by the public on their cellphones and with 5 musicians improvising with their unconventional digital musicians. The Visual Layer projections made in real time presents an aesthetic that puts the computer in scene, opening the "Black Box" and exposing the machine in its realistic imaging. Public interaction is given by the capture of images and data to be used in the projections. The Gesture Layer counts with a performance that mixes a set of gestures, improvisations and physically interactions with the audience in the space of the show. The plot is organized in a first welcome, three scenes and a final credit show.

