



people doing strange things with electricity

The next dorkbot-nyc meeting will take place at 7PM on Wednesday, April 4, 2012 at Location One in SoHo. The meeting is free and open to the public. PLEASE BRING SNACKS AND DRINKS TO SHARE!!! WE ARE HUNGRY!!! WHO WILL CONTRIBUTE THIS MONTH'S THEME SONG!?!

Featuring the pneumatized and uncinate:



Joshua Fried: RADIO WONDERLAND

A Buick steering wheel and old shoes hit with sticks are the main controllers for computer processing of live FM radio in New York composer Joshua Fried's RADIO WONDERLAND, a project now in its 5th year, or its 10th year, depending. All the sound comes from live radio. All the processing is live MaxMSP. RADIO WONDERLAND turns corporate culture into recombinant funk, designed to make you feel sexy and smart by turning the material itself into tasty grooves. Fried will try to explain why, and what's next, with pictures. This talk was scheduled to celebrate the 1st RADIO WONDERLAND record release, but-surprise!-there's no record (yet). So it's just a celebration of chance, music theory and subversion. (Photo credit: Joce Gonzales)

<http://radiowonderland.org>



Elisa Da Prato: Music of the Hemispheres

Music of the Hemispheres is a feature-length film, currently in progress, examining the potential musical structure of consciousness through the lens of neuro-philosopher Dan Lloyd's work of converting f-MRI into musical scores looking for inherent musical properties in cognitive systems. Part diagram and part portrait, part love story and part instruction manual - MOTH is both film and experiment, pairing artists with scientists, commissioning new musical works, documenting emerging breakthroughs in Music Cognition and Theory - offering it up to you in the form of a visual autopsy of the harmony within, and the colossal choir that is humankind.

<http://musicofthehemispheres.com>



Theodore Johnson and Yuko Oda: Flying

"Flying" is an interactive exploration of a fantasy world. In Flying, the participant goes inside an immersive otherworldly space to learn how to fly as a butterfly. The controls of the game include flight simulator pedals to control the butterfly wings. We'll talk about our motivations, some technical bits (we developed Flying using Autodesk Maya and the XNA game development engine), and then open up the game to the audience.

<http://www.yukooda.com>

<http://users.rcn.com/ted.johnson>

<http://dorkbot.org/dorkbotnyc/>

26 Greene Street (between Canal and Grand Streets), NYC

Subway: A, C, E, N, R, 6, J, M, or Z to Canal Street

flyer by Joel Schlosberg (joelschlosberg@gmail.com)