

Rémi Georges

192, grande rue de la Guillotière

69007, Lyon

Phone: +33 6 86 43 41 30

Email: [remi.georges@protonmail.com](mailto:remi.georges@protonmail.com)

Creative Coding Utrecht  
Vlampijpstraat 84, 3534 AR  
Utrecht, Netherlands

Object: Motivation Letter (CCU Residency)

Lyon, August 17, 2024

To whom it may concern,

I am a composer, live coder and audiovisual artist. My musical activity started with the study of classical percussion at the Toulon Conservatory. I then went on to specialize in computer music through a master degree as a computer music designer (RIM). I am now working professionally with many companies and artists (GRAME CNCM, Opera de Lyon, Vahan Soghomonian, Ensemble Alkymia...). I pursue my own career as a composer and sonic artist. Throughout my work, I am keen to unravel unexplored forms of interaction with musical materials and to assert their incidence on musical creation. My thorough musical background led me to seek ways to blend my personal musical intuition and sensibility with the wide range of knowledge and techniques I have acquired. This particular insight encouraged me to focus my creative work on the practice of live coding. I am now invested on an European scale in this musical scene, organizing and participating in events, concerts and workshops. Through the focal lens of live coding, I have created a music label dedicated to this practice, organized many large scale events and concerts (Algoraves and Live-Coding seminar) and have been invited to perform in various countries and music venues. I am also committed to broadening the horizons of this practice through the organization of an electro-acoustic musical festival (Écoutes Périphériques) or through many musical collaborations with improvisers coming from other musical fields, especially from the French DIY music scene. (Sara Lehad, Turner Williams Jr, Irwin Barbé, Loic Ponceau and many others...).

During this residency, I am proposing to work on the interactivity side of my main live-coding project, Ralt144MI. For this project, as in all my work, there's always has been a desire to smooth out the relationship between performer and audience, following The idea that the audience can become an active participant in the work that is being created. Always while having a keen interest in using open-source tools as well as making my own tools. It's a project played most of the time in the middle of the audience, and is intended to be participatory on some points. I already did several tests during performances, with cameras, sensors, crank handle to spatialize my music, buttons to interact with my code... But I never had the time to properly work on it and do an performer-audience interactive experience in a inclusive and proper way. As a member of the Cookie Collective, I also want to pursue this idea of a performance between the interactive art / alt-ctrl videogames experience and a live-coding show.

I hope that my application will convince you of my deep interest for this residency. I'm looking forward to putting all my dedication towards this new side of my musical project.

Respectfully yours,

