

Messa di Voce was commisioned by the 2003 Ars Electronica Festival. Produced with the generous support of: SAP, la Fondation Langlois, Eyebeam Atelier Artist Residency Program, Ars Electronica Futurelab, The Rockefeller Foundation Multi-Arts Production Fund, and the New York State Council on the Arts. Costumes by Sasha Wizansky. Sound design by Gregory Shakar.

A new performance for voice and interactive media

Messa di Voce (Ital., "putting the voice") is a new concert performance in which the speech, shouts and songs produced by two abstract vocalists are radically augmented in real-time by custom interactive visualization software. The performance touches on themes of abstract communication, synaesthetic relationships, cartoon language, and writing and scoring systems, within the context of a sophisticated, playful, and virtuosic audiovisual narrative.

Tmema's software transforms every vocal nuance into correspondingly complex, subtly differentiated and highly expressive graphics. These visuals not only depict the singers' voices, but also serve as controls for their acoustic playback. While the voice-generated graphics thus become an instrument which the singers can perform, body-based manipulations of these graphics additionally replay the sounds of the singers' voices - thus creating a cycle of interaction that fully integrates the performers into an ambience consisting of sound, virtual objects and real-time processing.

Messa di Voce lies at an intersection of human and technological performance extremes, melding the unpredictable spontaneity and extended vocal techniques of two master composer/improvisers with the latest in computer vision and voice analysis technologies. Utterly wordless, yet profoundly verbal, Messa di Voce is designed to provoke questions about the meaning and effects of speech sounds, speech acts, and the immersive environment of language.

More information can be found at http://tmema.org/messa