(Lost Lake) The premise of the piece is that all of the soundscapes, from the unaltered recordings of an ice storm, through to the undulating low frequency oscillations and ultra-high frequency sweeps towards the end of the piece, actually coexist one on top of each other in the same physical space and at the same time. It is only through a forced shift in the aural perspective that one is able to isolate and experience each layer individually.

About OMI

The *Open Music Initiative* coordinates work groups, workshops and concerts on subjects at the intersection of music and technology with an emphasis on openness and bottom-up organization.

Open Music Initiative Webpage: omi.yale.edu
OMI Mailing list: https://mailman.yale.edu/mailman/listinfo/omi

About Computing and the Arts

The Creative Consilience of Computing and the Arts major at Yale explores the linking of computer science and information technology with creativity and artistic achievement.
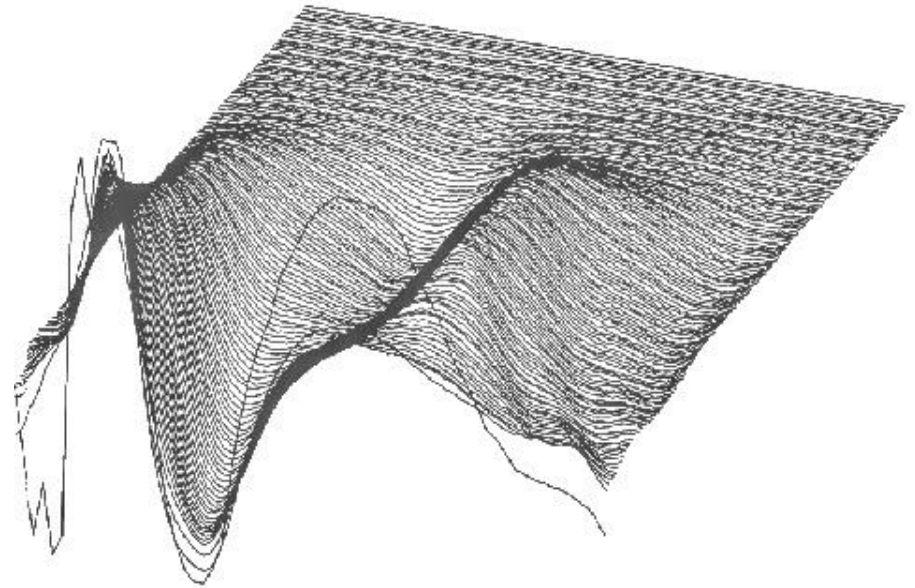
C2 Webpage: c2.cs.yale.edu
C2 mailing list: judi.paige@yale.edu

Many thanks to Caitlin Harder and the CCAM staff for facilitating this concert!

CCAM Mailing List: https://ccam.yale.edu

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CREATIVE CONSILIENCE
of Computing and the Arts

Computer Music from the
Open Music Initiative
and
Computing and the Arts

December 12, 7:30 pm

Center for Collaborative Arts and Media
149 York St. New Haven, CT

Vyzer 3:2

Artists: Casey Celestin, Nikola Kamcev, Scott Petersen (synthesizers)

Synthesizers: OP-1, Koma Field FX, Moog Sub 37, Novation Peak, Roland TR-8, modular components

Vyzer 3:2 is an exploration of spectral spaces within a loosely defined structural framework where the juxtaposition of noise and tone, rhythm and pulselessness form an evolving sonic experience. The pitch-based sections of the piece explore a pitch space based on the interval ratio 3:2.

Glass City

Artist: Joe Swensen (composer, performer)

This piece was made, and will be performed on, the Nintendo Gameboy. This piece specifically, like many other chiptunes, attempts to push the limits of what is possible on the gameboy sound card and its 'outdated' hardware, making the most of the four channels it has!

Celebrity

Artists: Sam Lopate (composer), Thomas Hagen (drums)

This is a piece about rapper, producer, and celebrity Kanye West, who has been an extremely controversial figure in the media over the past several months, upon the release of his 8th studio album *ye*. He has divided fans, journalists, and politicians alike. I thought about this a lot and listened to his album many times so I thought it would be interesting to write a piece about him, using modified and warped audio samples of him speaking or people speaking about him. I think this piece begs questions like "What do Kanye's actions say about celebrity culture and the idolization of celebrities?" "Can we separate an artist's politics/personality from their music?" "Should we take Kanye's supposed mental illness, and mental illness in general, more seriously?"

Wakoudonohiroba

Artist: Mark Santolucito (composer, laptop)

Wakoudonohiroba extends the calculated interface of live coding with a more visceral experience of hand signs and motions. Live coding is used to control the high level narrative and arch of the piece, while the artist uses motion tracking technology to control fine grained details of the sound synthesis.

Lost Lake

Artist: Konrad Kaczmarek (composer)

Description: With Lost Lake, I wanted explore the idea of shifting aural perspective and the different ways that we attend to sound, both natural and processed or synthesized. (Cont.)