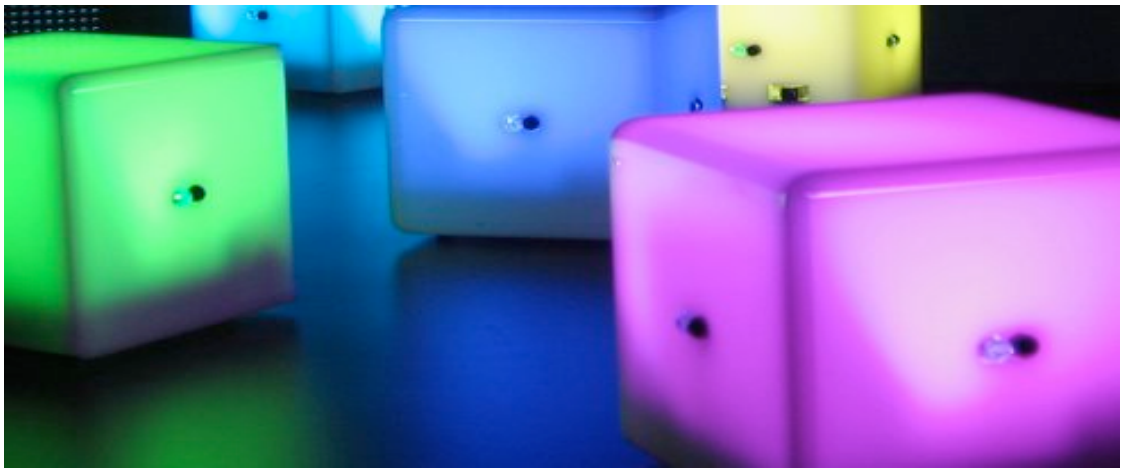
~ Call for Participants ~

AudioCubes – Free 2 Day Workshop and Performance
led by Kim Cascone (microsound.org, Silent Records) - USA
and Bert Schiettecatte (Percussa) – USA/Holland

8 & 9 Februrary 2007
Video In (1965 Main Street)
10am – 6pm both days, with a performance on February 9th at 8pm



Vancouver New Music and Video In/Video Out offer a free two-day workshop and performance to be led by San Fancisco based electronic artist Kim Cascone and AudioCubes inventor Bert Schiettecatte.

Through hands-on exploration, participants will learn how to use AudioCubes - an interactive platform for electronic music exploration, sound design and composition. The workshops will culminate in a free public performance to be given by the participants.

Previous musical experience is not necessary, however participants *must* bring a laptop to the workshop with at least one USB port and either Windows XP or Mac OS X 10.3.x installed.

As space is limited, participants will be considered on a first-come, first-serve basis.

Please contact 604.633.0861 or giorgio@newmusic.org by ***January 31st, 2007*** *for more information or to register.*

vancouver new music

VIDEO IN VIVO VIDEO OUT

About AudioCubes

AudioCubes were invented, designed and implemented by Bert Schiettecatte in 2003 and represent a new platform for electronic music exploration, sound design and composition. AudioCubes are a collection of two or more plastic cubes, each containing a batterypowered sound and light processing computer. The audio and control signals generated by each of the AudioCubes are transmitted by infra-red light to other cubes placed within a proximity of 40 cm. Each cube can sample the sound from four of the cube's faces, process it, and convert it back to analog sound to be transmitted through the same four faces. Because of the analog transmission used, light (and thus sound) can be mixed by pointing two or more cubes at a third cube. Each AudioCube contains both infra-red emitters, detectors, sound input/output connectors and a built-in omni-directional microphone. Besides the sensors and emitters each cube also contains a light source (red, green and blue) which can be controlled from the sound algorithms. By positioning the cubes relative to each other and moving them, the parameters of the algorithm (think: modular synthesizer) can be changed in real-time and in turn affect the sound. Depending on the algorithms running on the cubes and their orientation and location, an infinite number of sound synthesis techniques become possible.

For more information on Percussa AudioCubes and sound examples please visit:
http://www.percussa.com and http://ccrma.stanford.edu/~bschiett/audiocubes/

Kim Cascone

Kim Cascone has a long history involving electronic music: he received his formal training in electronic music at the Berklee College of Music in the early 1970's, and in 1976 continued his studies with Dana McCurdy at the New School in New York City. In the 1980's, after moving to San Francisco and gaining experience as an audio technician, Cascone worked with David Lynch as Assistant Music Editor on both Twin Peaks and Wild at Heart. Cascone left the film industry in 1991 to concentrate on Silent Records, a label that he founded in 1986, transforming it into the U.S.'s premier electronic music label. At the height of Silent's success, he sold the company in early 1996 to pursue a career as a sound designer and went to work for Thomas Dolby's company Headspace as a sound designer and composer. After a two year stint at Headspace he worked for Staccato Systems as the Director of Content where he oversaw sound design using algorithmic synthesis for video games. Since 1984, Kim has released more than 30 albums of electronic music and has recorded/performed with Merzbow, Keith Rowe, Tony Conrad, Scanner, John Tilbury, and Pauline Oliveros among others.

Cascone was one of the co-founders of the microsound list that focuses on issues concerning digital music and laptop performance (http://www.microsound.org) and has written for Computer Music Journal (MIT Press), Artbyte Magazine, Contemporary Music Review, Soundcultures and Parachute Journal.

Bert Schiettecatte

Bert Schiettecatte graduated from the computer science program at the Vrije Universiteit Brussel (Belgium) in July 2001 (summa cum laude). Following this, Schiettecatte applied to CCRMA, Stanford University (the Master of Arts in Music, Science and Technology program), and graduated in July 2002. From 2002-2004 Schiettecatte did research towards a PhD, and worked at ESAT (KULeuven) and DSSP (VUB / ETRO). In October 2004, he started Percussa, a small company that provides hardware and software design services. Schiettecatte invented AudioCubes in 2003.