

As a tribute to Dennis Gabor's studies and to his scientific corpuscular vision, the piece was titled Integrale, that is: an element that is part of a whole, which contributes to the constitution of a whole.

#4

Andrej Kobal - **Unstable Excerpts - Noise** (2018)

live performance

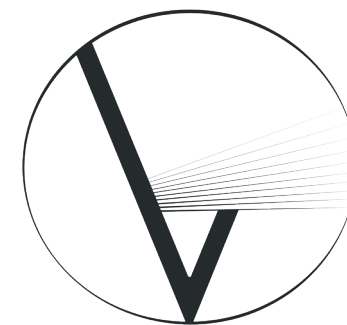
The live performance *Unstable Excerpts - Noise* is a conceptual research on excreta and noise in the everyday world and the more philosophical and artistic one. The concrete material is based on the instability and the noise that accompanies us in this world of constant instability and constant interruptions, multi-tasking, associative thoughts and mental instabilities.

The Art of Noise

Sala concerti del Conservatorio
di Venezia "B. Marcello"

19 Marzo 2018

ore 17.30

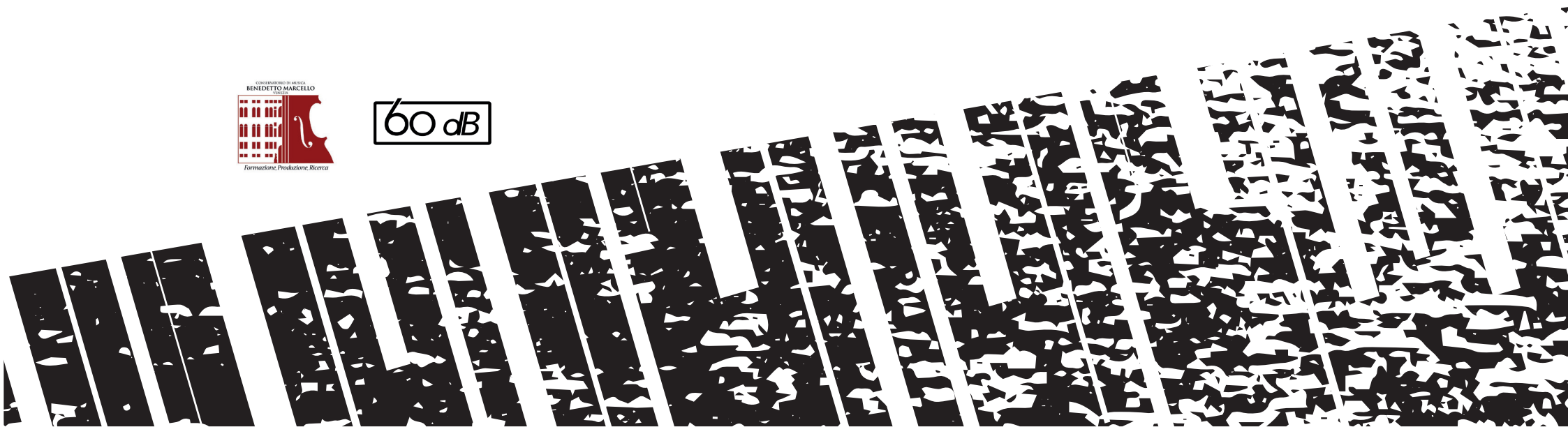


V.E.R.-V.

direction: Giovanni Dinello, Riccardo Sellan



60 dB



Entrance music

Lorenzo Abattoir - **Static Noise Wall** (2018)

for fixed media

Static noise with micro-variations given by saturation and phase distortion processes on various frequency bands. The track was composed with the use of many white noise generators that create phase distortion, with the consequent cancellation and emphasis of some frequencies, responsible for microvariations. Staticity and signal saturation are two key elements of this work. They create the score and the movement that occurs only on the listener's perceptive level in a specific space.

Line up

Paolo Pastorino - **Substrato** (2018)

for fixed media

A composition generated by the combination of concrete sound materials and the result of the same subjected to software processing. Two realities - concrete sound and its derivate - concur in giving life to an environment characterized by a spectral content that concentrates more in the lower region of the audible spectrum. Through the use of noise suppression filters, the spectral components attributable to noise are isolated, thus obtaining a whole new audio material. The traces of "noise" obtained are further processed through reverberation and the use of resonant filters. The noise present in the captured environment thus assumes a fundamental role in the composition.

Javier Andrés Ortiz - **Intelligent light transmuted to noise** (2017)

for fixed media

Work based on the exploration of the movement of car traffic lights on an avenue in the city, converted to noise by stochastic processes. Acoustic pollution, understood as excessive and annoying sound caused by human activities, means that 80 million people are exposed daily to environmental noise levels above 65 dBa, producing negative effects on physical and mental health of living beings.

Rocío Cano Valiño - **Tâches** (2016)

for fixed media

Tâches is an electroacoustic piece that represents the work of a person who performs different types of manual tasks. For this reason, most of the recorded materials come from electric tools such as: drills, saws and sanders. This type of sonorities can evoke a furious and dynamic environment, linked with the construction and destruction. In this moment of objects creation, it can be smelled, felt and heard a conflictive noisy world.

Cwmwl - **feedbackSalad** (2018)

Autonomous audio-visual performance

Chaos can be similar to noise. Cwmwl, a self playing machine, employs a series of simple oscillators in feedback to obtain complex sounds, moving from order and predictability to chaotic behaviours resembling noise-music. Cwmwl follows an internal score, altered by what is happening inside the computer and unbeknownst to us.

Denis Carli - **be quiet.** (2018)

for fixed media

Based on raw data from the images of italian and european politicians that are used for generating noise and glitch.

Simone Scarazza - **Integrale** (2017)

for fixed media

Based on granular synthesis, Integrale is a piece in which, in part, we explore possible implementations that can be used by this technique to generate noise. The piece was composed by numerical synthesis without the aid of sound samples. The composition takes place through the collection of algorithmic microforms, structured for the generation of granular synthesis such as to have anomalous behaviors and singularities. The formal research for the composition, is based on an essential question: what can happen, in a brief sound instant?

