Masterclass

ANDREJ KOBAL

EXPRESSIVE POSSIBILITIES

IN EXPERIMENTAL ELECTRONIC MUSIC

usica **E**lettronica

IN COLLABORAZIONE CON FESTIVAL TEATRI DEL SUONO / ON THE EDGE - COLLETTIVO CANTIEREZERO / MUSIC. ART. KNOWLEDGE.



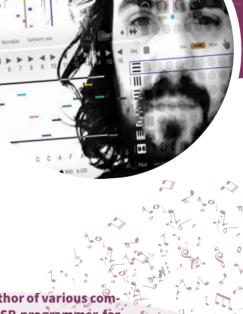
>> 14:00

Andrei Kobal is active in various fields of contemporary music as an author of various compositions, improviser and sound designer. He also works as a Max MSP programmer for sound art installations and events. In addition, he is also making custom build solutions ${}^\circ$ for software and hardware musical instruments and other interactive devices. He has created a virtual instrument GranuRise which includes an interesting approach to sampling, granular, spectral, and another sound synthesis. The GranuRise project has received a wide response from various well-known sound designers, artists, and institutions worldwide.

In this masterclass lecture, we will explore different approaches to the use of contemporary technologies and their application in the context of experimental electronic music. Specifically, we will involve the Max MSP software environment, which offers many possibilities for a wide variety of musical practices. We will briefly introduce the Max MSP environment itself and its various implementations in and outside the musical context. We will make a simple example and look at its possible implementa-

Two completed projects in this environment, GranuRise and segMPEror, will also be presented. This will focus on the interactive gestural concepts used in the GranuRise and seqMPEror projects, which were developed in Max MSP. You can find more about the projects here http://granurise.com and https://seqmperor.com/ The presentation is going to be based on the gestural concepts with the addition of some other related topics and concepts such as

- how to perceive and develop a virtual instrument to act less as software and more like a musical instrument
- as we know, almost the whole of electronic music is developed in a grid-based system, so an interesting approach also presented in the GranuRise project is how to interact in a more natural, non-grid-based way using the gesture implementation
- an additional concept is also how to use a gesture implementation to build a unique sound design without the use of complex matrices and LFO schematics
- GranuRise and seqMPEror also feature an MPE integration, which evolves the concept of expressive gestural control even further.



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