

The Stanford Laptop Orchestra presents:

SLOrktastic Chamber Music

Saturday May 24, 2008

CCRMA Stage

<http://slork.stanford.edu>

Hemi-Apples of the Moon by Lawrence Fyfe

Inspired by Morton Subotnick's "Silver Apples of the Moon", this algorithmic Composition makes use of Conway's Game of Life to create a pseudo-random soundscape.

PopcorN by Jieun Oh

ChucK makes popcorn out of a mandolin. Enjoy the multisensory experience of it!

Sonar for 5 laptops by Luke Dahl

From within a submarine how do you know who else is out there? Are those the echoes of others lurking nearby... or are they merely your own sound reflected from the depths.

Electric Meditation Place by Nicholas J. Bryan

Walk, listen, breath

I Miss My Uncle Charles by Kyle Spratt

For six small, persistent memories.

Mobiles I : Ciudadela/Citadel for five laptops and amplified sea shells

by Marisol Jiménez

The score for this piece consist of a series of mobiles with specific musical material in which the performer is asked to imagine an environment by giving an irrational metaphorical description. The description for the first mobile is ?ciudadela flotar arena? (citadel float sand). The interpretation of these images is left open to the performer.

Wandering Flame (SLOrked-out Remix) by Nobeo Uetmatsu / Jason Riggs

What happens when SLOrk remixes an ambient piece live?

// by Chris Warren

A short study in granular synthesis and lasers.

'20" by Kyle Swenson Spratt/ Adnan Marquez-Borbon

Twenty is not a piece, but rather an experiment in emergence. It is a proof of the independence of sound and its liberated behavior from human control.

nous sommes tous des Fernando... by Robert Hamilton

nous sommes tous des Fernando... is an improvisatory work written for the SLOrk using q3osc as a user-interface for sound synthesis and spatialization in ChuckK. Four performers control avatars in a virtual environment, firing sound-projectiles which bounce or home-in on individual performers, creating sound events with every bounce/collision... et nous sommes tous des lizards aussi..

Writerase by Brett Ascarelli

My mom has a habit in which she crinkles magazine paper, using a very particular method. I recorded my mom performing this crinkle, along with other paper-related acts, to make this instrument and piece.

Hopeless Jerk by Gina (YIQING GU)

A counterpoint practice for SLOrk.

Bongo Go Boom! by Michael Berger

Bongo Go Boom! is a small additive process piece that riffs on the old adage that if one puts 1,000,000 monkeys/chimpanzees into a room with 1,000,000 typewriters, eventually these simians will produce Shakespeare. In the case of this piece, there are only five 'performers' and theirs is a slightly more dismal and doomed enterprise. Potentially, after some unreasonably high number of listenings, one might eventually hear music.

El canto de los sueños/The dreams's song for a Single Hemi Fununtil five Laptops

by Patricia Elizabeth Martinez

The soul of my project is oriented to an emotional and sensitive utilization of technology. I worked about the question of how to integrate hard & soft (as a metaphor of an internal&external relationship) in a interrelated and multidisciplinary artistic world. Sound as an externalization/reaction of an integrity of multi-factors: memories, mind, soul, body, feelings, sensitivity, poetic inspiration, musical integration, breathing life. Each laptop/instrument is based with the same melody. This melody is a very popular one in Argentina to help a baby falling to sleep.

Maui by Dian Siwiak

Sounds shooting randomly out of six speakers, at different speeds and pitches, convolved together aurally with other stations create wacky weirdness, with a hint of melodic capability and possibility.

Monk-Wii See, Monk-Wii Do by Luke Dahl, Michael Berger

Monk-Wii See, Monk-Wii Do is an improvised duet featuring software written respectively by the composers. Luke controls the granulated spatialization of Tibetan Monks' singing while Michael controls a voice-like synthesizer with a Nintendo Wii-mote.

Clair De Lupe by Baek Chang

Clair De Lupe is a granular synthesis interpretation of Clair De Lune by Claude Debussy. It uses a multigrained granular synthesis patch programmed in Chuck. Two grains are coming out of each hemispherical channel simultaneously, for a total of twelve at a time.