

Research Presentation / Artists Talk:

A show-and-tell with Joachim Gossmann and Max Neupert.

As researchers and artists we are engaged in the discourse between science, philosophy, engineering and creative practice. Our presentation will have three parts, each no longer than 10 minutes.



Joachim Gossmann

has a background as a Tonmeister (Dipl. from the University of the Arts, Berlin) and has been producing virtual and augmented reality environments. Joachim's recent fields of research include audio-visual data display for discovery-oriented science and active participation in time-based media environments. Joachim also has an MFA in *Composition for New Media* from CalArts and just finished his PhD in *Computer Music* at UCSD. From 2001-2003 he worked as research scientist at Fraunhofer IMK, Bonn, and from 2003-2006 at the *Center for Arts and Media* in Karlsruhe, where he collaborated in design, development and operation of the famous ZKM *Klangdom* concert environment.

Presently, Joachim develops next-generation strategies for multi-channel audio production and dissemination as well as array-based loudspeaker and microphone technologies at the *Qualcomm Institute*, San Diego.



Max Neupert

studied media art at the *Burg Giebichenstein University of Art and Design* in Halle/Germany and at the *Université de Montréal*. His works have been acquired by the collections of the German Ministry for Environment, the International Airport Montreal and the *Museum of Civilisation* Quebec. Since 2008 he teaches at the *Bauhaus-Universität Weimar*. His investigation in "Satellite Astrology" has been presented at the ISEA 2010 and was exhibited in Sydney and Madrid. In 2011 he initiated and hosted the *4th international Pure Data convention* in Weimar, a week long venue with conference, exhibition, workshops and concerts which attracted 140 people from 26 countries. He designed the *Interactive Performance Plattform* in the *Digital Bauhaus Lab* and taught a telematic class between UCSD and *Bauhaus-Universität Weimar*. Max currently is a PhD candidate at the *Bauhaus-Universität Weimar* and researches on video imagery as sampling material in a musical context.



Preview of our research to be presented at the MMIX/ICME in San Jose: *A Remix Instrument Based on Fragment Feature-Analysis*. We present an innovative remix-instrument that allows to create music from a collection of audio-visual media fragments. A three-dimensional scatter plot derived from feature-analysis becomes a Theremin-inspired instrument that enables exploration, intuitive navigation and embodied performance of the media fragments on a granular level. As example, we are using the audiovisual recording of an instrumental performance as source for interactive remix.

Our system provides an alternative interface to the musical instrument's audiovisual corpus: as the instrument's sound and behavior can be accessed in ways which are not possible on the original instrument, the resulting non-linear playback of the grains generates an instant remix in a cut-up aesthetic—a novel strategy to access and re-use media fragments in the domain of musical interfaces.

We hope to have aroused your interest and cordially invite you to join us for this informal presentation. We'll try our best to deliver you an kurzweilig (=entertaining) germish performance and are looking forward to this getting together.