

Musical Electronics for Everybody

Saturday, September 25, through Tuesday, September 28, 1982, Brucknerhaus, Cloakroom Foyer

ELECTRONICS FOR EVERYBODY

PRESENTED BY

INFORMATIONSKREIS FOR MUSIKELEKTRONIK—Information Circle for Music Electronics

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ELECTRONICS FOR EVERYBODY

Electronic instruments (synthesizer, music computer, etc) are increasingly gaining control of the music scene, without the individual really noticing it—be it background music in a department store or "New Wave" on the turntable.

In music electronics, the rapid development of technology has caused constant replacement of older technique by a newer one. Experts even are not able to keep up with the pace of development. This is true even more so for the German speaking countries. To make up for this lack of information the INFORMATIONSKREIS MUSIKELEKTRONIK—IME (Information Circle for Music Electronics) was founded in 1980. The IME is not a club in the conventional sense, as it is carried by the communication between its members and by its magazine "Music Electronics". Members of IME are amateurs and professionals working in the various fields of music electronics. In 1980, the founders of IME stated the following objectives:

- establishing contacts between like-minded, interested people (privately via the magazine "Music Electronics" or at special events)
- procuring of technical details, lay-out and new development of instruments, etc. (especially in the magazine and in workshops)
- presentation of constructive and creative ideas to larger audiences (live concerts, musical productions on sound carriers - records, cassettes).

During four days within Ars Electronica the public are given the opportunity to learn about the equipment of electronic music. Both function and sound of a synthesizer and many other instruments playing an important role in electronic music will be explained. Sound experiments with music computers will be carried out in which the visitor himself may take part.

PROJECTS PRESENTED:

1. On the way to new worlds of sound (with the synthesizer)

The "classical" music synthesizer has been known for more than 15 years and yet the wide range of sound it offers has not nearly been fully exploited. There are new control instruments and other technical equipment to be demonstrated, as well as the coupling with non-electronic instruments like the violin.

2. Electronic wind games. Opto-electronic converter elements, surrounded by rotating perforated discs, control the sound production which may be regulated by the audience itself by means of lights (flashlights for example).

3. Robot voices and singing/talking violins from the Vocoder. These well-known vocoder effects will be presented as well as numerous possibilities of application, with the audience taking an active part.

4 Delay experiments (simulation of spatial acoustics). The latest digital technique of the QUANTEC System facilitates simulation of the acoustics of a tin-can or of an enormous cathedral. Other delay effects, like the "freezing" of sounds and similar effects will be shown.

5 Computer sounds. Various functions can be programmed and called in real-time and observed on the display screen. Selfmade micro-computers and commercial desk computers will be used.

6. Computer games (non-musical program). Music computers can also be used for programming other, non-musical games, such as simulation of a landing on the moon, games with figures like Mastermind, computer designs, etc.

7. Electronic rhythms from the computer. A variety of rhythms can be programmed on the music computers. Rhythm sets featuring the waltz or the cha-cha-cha are out, today's musicians want to create their rhythms themselves. With the new generation of computers they have all the possibilities to do so.

8. Guitar effects and sound filtering. Experts of IME will show what can be made of the guitar sound by using effects and filtering. It will become evident that wood and mechanics do not make the electric guitar but electronics do. The demonstration will focus on the uses of equalizers and the simulation of the rotating loudspeaker effect ("Leslie").

9. "Electronic Kaleidoscope". "Much effect at little cost" will be the motto of this presentation of melodies by Bruckner, Dvorak, and Grieg by computer-controlled synthesizers, organs, and lighting equipment.

10. Electro-computer-acoustic listening corner. SYNTAPE, a private label specializing in cassette production will present their program on provided cassette decks.

11. Applications of professional video-equipment. A three-tube colour video-camera, camera-blending techniques, video-effects, and work at a U-matic cutting equipment are being presented.

12. Electronic music with most simple means. Electronic music need not be an expensive hobby, especially for the beginner. Electronic sirens, bongo-drums, and computer generated sounds of nature are the objects of this project.

13. "Landscape" - an audio-visual show. Projection of slides showing the Austrian Alps in a special fading technique, accompanied by abstract and symphonic electronic sounds (produced by a computer-synthesizer). The TSO-Studio Freiburg (Germany) is responsible for the production.

Members of IME will be in the Brucknerhaus on the occasion of Ars Electronica 82 to answer any questions about IME, as well as help with any technical or musical problems.