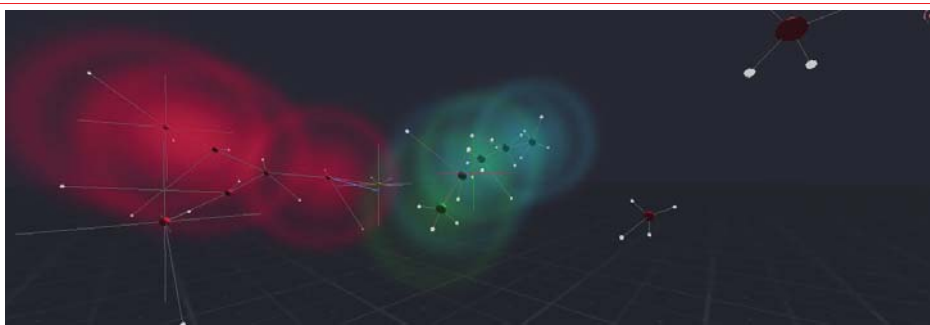


**Davy Grégoire**

**BIPMAT 3.0**



**Topic:**

Music performance

*Bipmat* is a musical interface consists of physical objects based on atom's behaviors. Basically, a sound particle is made of a core (sound source) interacting with one or more electrons (musical event).

**Composer:**

Davy Grégoire

The possibility to arrange several particles in order to create musical sequences or sound modulations leads us to consider the matter idea like a dynamic partition, made up of heterogeneous elements, more or less autonomous, in which the user can navigate freely.

The sound synthesis is at the same time led by user interactions (midi control) and generated by dynamics properties of an object (string, branching, membran...), as well as disturbed by external events.

**Contact:**

[contact@spinzero.org](mailto:contact@spinzero.org)

**Keywords:**

Electronic music, sound matter