LUCAS KUZMA

Live Performance: **SPUNK**

Abstract:
This performance uses a particle system to visualize and control a granular synthesizer. Modern computing power can be harnessed to aid in further exploring this quite old [1] method of synthesis, creating new possibilities for music performance and composition. Our software, *Spunk*, allows real-time interaction with a 3-dimensional particle system which in turn controls the built-in granular synthesizer. Unlike other, more figurative approaches, e.g. [2], there is a very direct correspondence between the visual and aural in our implementation. We hope this creates a more visceral experience for the audience while simultaneously enhancing the performer's control of the system.

Topic: Music

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References:
[1] Gabor, Dennis (1946) 'Theory of Communication' The Journal of the Institution of Electrical Engineers. London: Unwin Brothers. 93(3): 429-457.
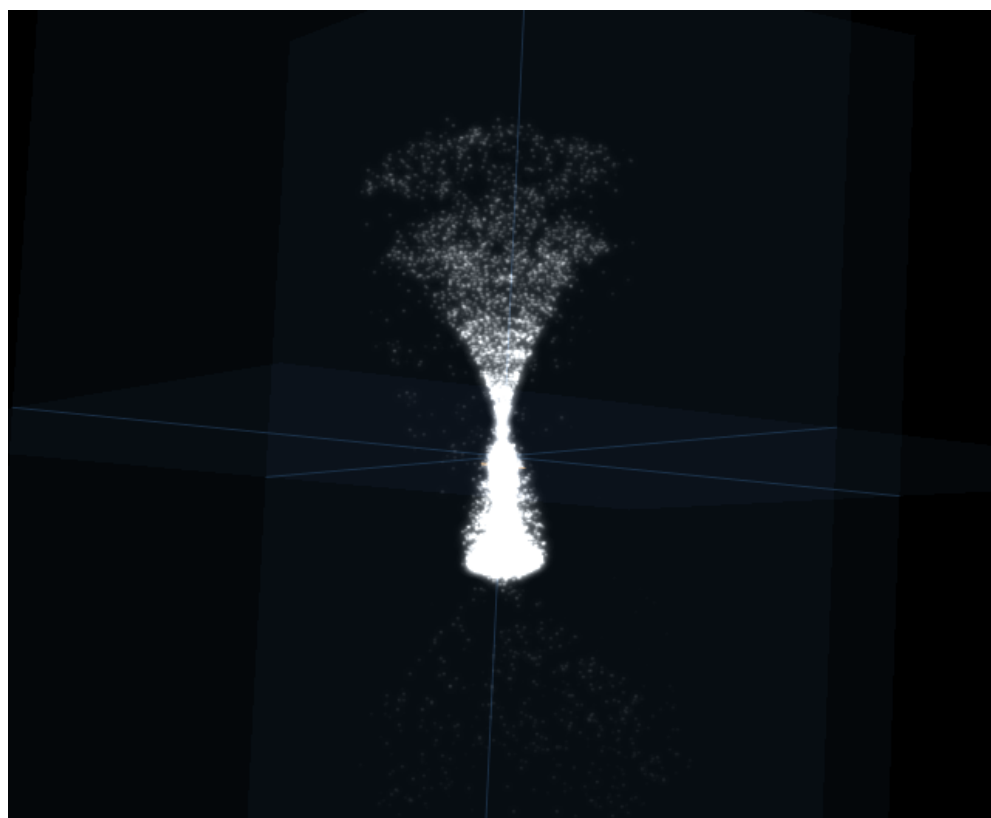[2] http://bit.ly/dhX5qW
[3] www.thestrangeagency.com

Image of Spunk 0.11

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Keywords:
granular, synthesis, particle, interactive, performance, music, gesture