

Club NIME I

Revelations

Juraj Kojs

Revelations is scored for elastic rubber balls, Bocci metal balls, glass marbles, resonant plates made of Plexiglas, plastic (glossy and matte), aluminum, brass, and computer. The three performers use circular toys to excite the plates in a variety of performance modes such as bouncing, rolling, and scraping. At the end, the players perform with a shaker filled with glass marbles.

Stochastic physical models and bowed percussion bar and violin models were utilized in the computer part of *Revelations*. The computer component consists of preprocessed (tape) and real-time materials. Sampled materials of percussive surfaces such as timpani, tam-tam, Glockenspiel, Tenor Drum, and glass pane scraped with a rubber ball are mixed with the models in the pre-recorded part.

Hymn to Ampere

The Breadboard Band

Katsuhiko Harada, Masayuki Akamatsu, Shosei Oishi, Kazuki Saita

The Breadboard Band uses self-made electronic circuits to perform music. A breadboard is a perforated board with connector holes in a grid, in which electronic components have been inserted in order to build the prototype. The electronic components can be inserted or removed with ease, making it simple to change the wiring with jumper cables. Utilizing the features of the breadboard, The Breadboard Band creates audio and visual circuits on the board, modifying them during performance.

One hundred years after the first public performance of the Telharmonium, the first electronic musical instrument, The Breadboard Band reexamines black-box electronic musical instruments and computers. We touch and form electric circuits manually, producing audio and visual expression through the most minimal, fundamental elements. It can be considered the hardware version of software programming, a performance of "on-the-fly wiring".

<http://www.breadboardband.org/>

Modal Kombat

David Hindman and Evan Drummond

Modal Kombat is a live instrument battle channeled through the video game Mortal Kombat. Audio from two classical guitars controls the characters' movements in Mortal Kombat Trilogy. Acoustic-electric instruments have replaced the typical video game controller. We have developed means of mapping pitch, pitch sequences, and volume to corresponding actions of a video game character. In the case of *Modal Kombat*, pitch information corresponds to the fighter's actions, creating a mix between creative choreography and intense competition. The duo delivers at once modern classical guitar performance and public video game competition. The result, *Modal Kombat*, is a modern-day "dueling banjos." *Modal Kombat* creates an engaging combination of music, choreography, and good old-fashioned fantasy street fighting.

<http://www.modalkombat.com/>