

NIME Gallery

Mandala 3 and Mandala 4

Greg Schiemer

Mandala 3 is an interactive work for four mobile phones. The work was created using java software developed in the Pocket Gamelan project, which explores microtonal musical applications of mobile technology. The work is based on a Dorian mode of Al-Farabi's Diatonic, a seven-note scale with the following pitches: 1/1, 49/48, 7/6, 4/3, 3/2, 49/32, 7/4, 2/1. *Mandala 4* explores the Euler-Fokker Genus, another of Wilson's scales based on Product Sets, in which the 7th harmonic is predominant among the 6 generating harmonics (3.7.7.7.7) used to form the scale: 1/1, 1029/1024, 8/7, 147/128, 21/16, 343/256, 3/2, 49/32, 12/7, 7/4, and 2/1. The work is dedicated to Erv Wilson. The work uses purpose-built algorithms realized on java phones; each phone is used both as a sound source and a controller; each performer in turn controls harmonic modulation via Bluetooth using a form of pitch multiplication which is effectively a form of transposition. Because the piece also exploits various beat patterns created by unequally spaced just intervals, its musical focus is as much on variation in meter, rhythm, and timbre as it is about harmonic movement. The system was developed with funding by the Australian Research Council.

<http://www.uow.edu.au/crearts/staff/schiemer.html>

Bowl Chant

Garth Paine and Michael Atherton

Bowl Chant is a composition for four Tibetan Singing Bowls, two small Thai meditation bells, and two ancient Balinese gongs. The work is controlled using four sensors allowing the performers to add or refresh material being explored by the Capybara system; a dialogue between performers and computer is established. The composition explores the interstitial spaces between the ancient and modern, seeking a meeting point where the two worlds support each other in a rich new timbral space.

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

<http://www.syncsonics.com/music/BowlChant.html>

Live Fire

Ximena Franco and Enrique Franco

Live Fire is an interactive video, sound, and animation piece. The interactivity of the piece is controlled by two performers with a keyboard and a mouse in real-time through PD (Pure Data) and GEM (Graphics Environment for Multimedia). In this way it is possible to change the order and duration of the video footage, animations, and audio samples at will during the performance. There is also a typist, the third performer, who uses an old typewriter that triggers sounds and visual effects through a microphone and a video camera. In this way we construct a narration in random order but that ends the same way as a result of the completion of an interactive animation that is constructed throughout the performance. The narration is about the violence and the war in Colombia in which the government, national army, paramilitaries, guerrillas, and people have their own part as culprits and victims. Our point of view on the conflict is that there is always hope and desire within the Colombian population to keep trying to fulfill their dreams and to stay alive.

<http://homepage.mac.com/rugitus/>