

## COUNT THE STARS

a piece for percussion soloist, computer supported live electronics and visuals. duration of the piece is about 50 minutes. The artistic creative process generates symbolic capital, which through developing different modes of operation permeates directly or indirectly all social, political and cultural spheres of life-- one of the top priorities of art-- and reflects and makes new technological developments experienceable. Count the Stars is an interdisciplinary work that incorporates basically following areas: artistic work with audio/ surround sound, visuals, as well as computer/c+ programming, scientific research, customizing different visual and acoustic dispositions for different rooms.

### Construction of the composition:

Audio Analysis: Electromagnetic radiation, sent by stars, pulsars, black holes, etc. can be analyzed of their frequency spectra or possible deviations through different methods, for example with audio-analysis. From this information we extract rhythmic, formal and frequency specific structures, which become the basis for the composition. The results of the analysis were simultaneously accumulated as audio-files and later on used as it is described in point 3.

Transformation/ Score: The challenge of the realization of the score for an extensive percussion set up was to establish a notation which describes the prescribed parameters of point 1 in a creative-artistic process. An essential aspect therein was synthesizing both of the compositional techniques which were used: serial-constant and subjective-varying

Processing/ Rehearsal: Simultaneous with point 2 the software for the live-electronic element was programmed, which is an important component of the composition's sound pattern. (used software platform is: MAX MSP). The acoustic percussion events are picked up with microphones, fed through a multichannel- audio-interface into the computer where the sounds are processed via the developed software.

Visuals: The visual part is based on MAX MSP JITTER patches specifically programmed for Count the Stars. Starting point for the structure and the order were snapshots of outer space. These snapshots were analyzed, broken down, and their perspective altered (among other processing methods), and were thereby prepared for the acoustic input. The moving image was created by feeding audio-material (acoustic and electronically modified percussion sounds, and transformed sounds of the universe) and was regulated by parameters such as density, dynamic, pitch relation, and interval constellation. In this way a complex synthesis of acoustic and visual materials was achieved.

Performance Space: This piece is conceived primarily for planetariums and dome shaped rooms. Especially planetariums provide the architectural, sounding and technical attributes that are within the conception of the composition (musically, sensually, and philosophically). Most of the time planetariums are well equipped and offer a 5.1 Audio- Surround-System which is necessary for this piece's realization. Planetariums also

guarantee the best visual projection possibility.

Arts and Education: Additionally to the performances a special arts and education program should be provided in each city. Within these attractive venues children and teenager can be confronted with new technology in an artistic environment. (Workshops, special educational performances, cooperation with schools etc.)