

# Digitalis

May 02, 2023

## Program

**(if someone were to touch me) I would dissolve into molecules – Matias Vilaplana Stark**

Audiovisual algorithmic composition. Made using a custom slicer in Max/MSP and a live piano sample. 3D environment made in Unity 3D and post-processed with Jitter.

**Maquina M. – Juan Carlos Vasquez**

This piece is a recording made using an instrument consisting of 5 modules for sonic manipulation. Each module contains a different oral recorded testimonial that is organized in chronological order. The central theme of the recording is related to “Plan Condor” (Operation Condor), an international agreement aimed at suppressing social movements in Chile, Argentina, Brazil, Uruguay, and Bolivia between 1973 and 1985. The indirect participation of Colombia, Peru, and Venezuela is also noted. The recording compiles several stories from survivors and/or protagonists of this period, which are assigned to each of the modules.

**Brian Lindgren – Put simply**

“Put Simply” explores the capabilities of a new musical instrument I’ve been developing, the EV. The EV is a hybrid digital/acoustic instrument in the likeness of a violin or viola. It uses a novel pitch-tracking system to overcome hurdles that have historically stymied similar instruments. Its sound is the result of both an acoustic and synthesized signal convolved using various algorithms, which is characterized by a gritty and textured realism. With the continued development of the EV, live performance has become more reliable. This work explores a combination of improvisation with predetermined processing using the EV.

**Molly Joyce – It has not taken long**

*It has not taken long* is inspired by a song of the same title by German singer-songwriter Nico. I have had a special relationship with Nico and her work, having covered it several times with performing and singing, especially as her voice has a low and dark quality similar to mine. Therefore, with this work, I sought to extend the lyrical content and concept of “it has not taken long” to explore immobility and the loss of physicality. As someone who has acquired a physical disability and ultimately loss of movement and sensation, this creative exploration is very generative and cathartic to engage with.

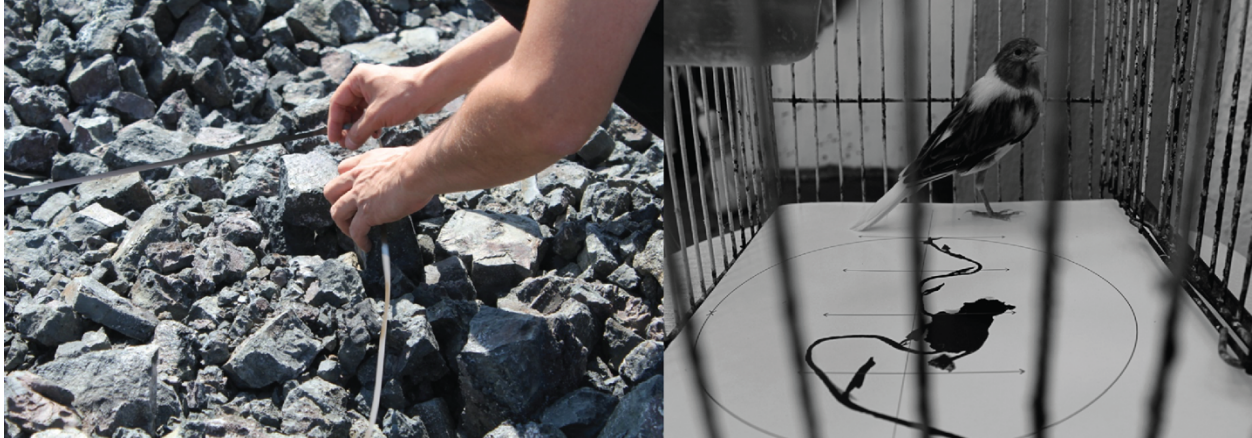
**Heather Mease, Alex Christie, & Kittie Cooper – Medieval Ghost Stories of Byland Abbey**

Narration: James C. Joyce

Sound: Heather Mease, Alex Christie, & Kittie Cooper

Tacked onto the end of an otherwise ordinary manuscript by a monk around the turn of the 15th century, the Byland Abbey Ghost Stories depict spectral encounters between medieval residents of Yorkshire both from this life and the next. In most of the tales, the ghosts appear to the living as shapeshifters seeking absolution to escape from purgatory, ending with the ghosts resting in peace after a struggle with the conjurer. James C. Joyce narrates this rendition of the first tale.

#### Omar Fraire – Piedra Chapareke Pássaro



#### Ben Larson & William Waugh – Excerpts from DMP Album

This is work from our music dmp for composition. William and I are both 4th year music majors who grew up in Charlottesville and make music inspired by underground hiphop, jazz, and funk.

#### Maraki Fanuil – Fragmented Memories

This composition was made through a combination of recordings from the environment, including the sound of lentils dropping in a bowl, water dripping, and keys jingling, as well as synthesized sounds. I took short samples of these sounds ranging from 200 ms to 4 seconds and used a Max patch to generate unique phrases, which were later combined into a cohesive composition in a DAW. The title of this piece is “Fragmented Memories” because it reflects the way that the sound samples are combined and reassembled in a unique way, creating an abstract sonic landscape that hints at familiar sounds and memories as the piece evolves.

#### Sam Gerardi – Dissociative Princess Anthem

Program Note: Dissociative Princess Anthem was composed from several different field recordings of Grounds, and assembled in Logic Pro. It is meant to emulate the simultaneously isolating, crushing, and depersonalizing feelings that dissociation causes. The piece is an excerpt from Sam's Distinguished Major Project, an EP focused on the monumental task of grieving.

#### Varun Kishore – Study #4

chance operations  
acting on unseen guitars  
(mostly pleasant sounds)

# Artist Bios

## **Alex Christie**

Alex Christie's artistic, professional, and educational endeavors form a network of identities in which each way of being informs the other. He hopes that this mode of existence permeates his work and collaborations, creating unexpected resonances and discoveries. You can hire him for pretty much anything.

## **Kittie Cooper**

Kittie Cooper is a sound and intermedia artist, performer, and educator based in Vancouver, BC. She makes work that explores the spectrum between silliness and seriousness, and in particular where those two things overlap with spookiness. Much of Kittie's work looks at the messy insides of people, places, and things. Their work has been called "highly original and wonderfully fun". They have performed and presented at a variety of festivals across the United States and Canada, and perform regularly as a guitarist, electronic musician, and improviser. They also like ghost stories, chili, and cats.

You can find more information and documentation of Kittie's work at [kittiecooper.com](http://kittiecooper.com).

## **Maraki Fanuil**

I am a rising fourth year student in the College of Arts and Sciences majoring in Computer Science. Last semester, in an effort to branch out and learn something new, I took Technosonics, my first music course. This introduced me into the world of electronic music and composition. By taking Technosonics, I not only discovered a new interest in electronic music, but also realized the potential to merge skills from computer science with this exciting new area of exploration. I pursued additional music classes, which not only allowed me to enhance my music composition skills, but also reinforced my fascination with the fusion of music and technology.

## **Omar Fraire**

Human as an artist, inventor, magician, curator, teacher - Fraire's work is inserted into reality by transducing it, and functions as an act of resistance. Fraire enjoys collaborative work, and his energies oscillate across disciplines. After having deserted from two universities in México, Fraire has gone on to specialize in Sonology (Koninklijk Conservatorium - Holland) and holds a Master's degree in Contemporary Art as auditor (Aguascalientes). He is the creator of Punto Ciego Festival, and artist of the Guggenheim Aguascalientes. Fraire is mostly self-taught, though he holds an M.A. from Wesleyan, having studied under R. Kuivila, and is currently a Ph.D. candidate at UVA.

## **Sam Gerardi**

Sam Gerardi is a 4th year undergraduate student at University of Virginia's College of Arts and Sciences. He is a Biology/Music double major, pursuing a Distinguished Major in Composition. Beginning as a multi-instrumentalist and ensemble player, Sam now specializes in sampling and transforming sounds, completely changing their character and purpose.

### **Molly Joyce**

Molly Joyce is a PhD candidate in Composition and Computer Technologies at the University of Virginia. She has been deemed one of the “most versatile, prolific and intriguing composers working under the vast new-music dome” by The Washington Post. Her work is concerned with disability as a creative source, and she has studied at Juilliard, Royal Conservatory in The Hague, Yale, and City University of New York. For more information: [www.mollyjoyce.com](http://www.mollyjoyce.com)

### **Varun Kishore**

Varun Kishore is a guitarist and composer from Kolkata, India. His work explores interdisciplinary approaches to music technology, literature, and the audiovisual, with a focus on designing frameworks for composition and improvisation to investigate what he sees as the ‘apocalyptic’ nature of creative practice. Varun's recent work has been performed by the Tokyo Gen'on Project and Popebama, and presented at SEAMUS, the New York City Electroacoustic Music Festival, and the South Bend Museum of Art. His current areas of interest include drone and experimental electronic music, metal studies, digital instrument and interface design, alternative notation, and video. Varun is a graduate of the University of West London (BMus Popular Music Performance, 2012) and Goldsmiths, University of London (MMus Creative Practice, 2019). He is currently a 2nd-year PhD student in the Composition & Computer Technologies program at the University of Virginia.

### **Ben Larsen & William Waugh**

Ben Larsen and William Waugh are both 4th year music majors who grew up in Charlottesville and make music inspired by underground hiphop, jazz, and funk.

### **Brian Lindgren**

Brian Lindgren is composer, instrument builder, and violist based in Charlottesville, VA. He is pursuing his PhD in Music Composition and Computer Technologies at the University of Virginia. He holds a BA from the Eastman School of Music (John Graham) and an MFA in Sonic Arts from Brooklyn College (Morton Subotnick, Doug Geers). His work has been featured in the NYC Electroacoustic Music Festival, International Computer Music Conference, SEAMUS, TURN UP Multimedia Festival, and Earth Day Art Model Festival. He has been commissioned by Anton Kandinsky, Brian Reed, the Plattsburgh State Sinfonia, and Nelson George. He has performed with Alarm Will Sound, the Triple Helix Piano Trio, and Wordless Music, and recorded for Tyondai Braxton (Warp), RA The Rugged Man (Nature Sounds), David Liptak (Bridge) and Joe Phillips (New Amsterdam). He was a semi-finalist in the 2022 Guthman Musical Instrument Competition for the EV, a new digital-acoustic instrument, which was also presented at the NIME 2022 conference. More info: IG @bklindgren / [brianlindgren.com](http://brianlindgren.com)

### **Heather Mease**

Heather Mease is a composer, electronic musician, and multimedia artist making work with appropriated media, electronic and acoustic instruments, and mishandled recording/reproduction devices and audio formats. Heather's research focuses on intersections of early and new music, the sound and appropriation of media, early recording and reproduction technologies, and the audible grain of nostalgia. She hosts Semibegun, a biweekly show on Repeater Radio and boutique music label exploring expanded themes of early musics from the earliest recordings of the earliest pieces to the music composed for instruments made yesterday. Heather currently holds a teaching fellowship at Technische Universität Dortmund for the 2022/2023 academic year and is a PhD Candidate at the University of Virginia.

### **Matias Vilaplana Stark**

Matias Vilaplana Stark is a Chilean music technologist, composer, and improviser. He is currently a Ph.D. student in the Composition and Computer Technologies program at the University of Virginia. His research interests lie at the intersection of immersive media and musical practice, working on designing interactive music environments with virtual reality systems and the creation of 3D virtual environments as graphic scores for musical improvisation. He holds a Bachelor's in Fine Arts from the Music Technology program at Universidad de Chile, and a Master's in Media Arts from the University of Michigan. In Santiago, he worked as a recording engineer and sound designer, collaborating with the artistic fields of dance, theater and visual arts in various projects. At Michigan, he focused on creating movement-based interactive musical systems using motion capture technology. He also started the improvisation group Lines, performing live electronics with a rotating ensemble. In his music he explores different processing techniques and live looping to create slow evolving textures that coalesce into distinct soundscapes. He is currently working on software tools to prototype movement-based interactions between DAWs and VR systems.

### **Juan Carlos Vasquez**

Juan Carlos Vasquez ([www.jcvasquez.com](http://www.jcvasquez.com)) is an award-winning composer, sound artist, and researcher. His electroacoustic music works are performed constantly around the world and have premiered in over 30 countries across the Americas, Europe, Asia, and Australia. Vasquez has received grants and commissions from numerous institutions, including the ZKM, the International Computer Music Association, the Nokia Research Center, the Ministry of Culture of Colombia, the Sibelius Academy Foundation, the Rensselaer Polytechnic Institute, the Arts Promotion Centre in Finland, the Finnish National Gallery, and CW+ in partnership with the Royal College of Music in London, UK. Some of the events and venues that have featured Vasquez's works include Ars Electronica (AU), the Ateneum Art Museum (FI), The New York City Library for Performing Arts (Lincoln Center, NY, USA), the Berklee College of Music, Matera Intermedia Festival (IT), Sonorities Festival Belfast (UK), BEAST FEaST (UK), and the New Music Miami ISCM Festival (USA), along with a large number of academic events held by universities across the globe.