La Escucha Errante 2015

Encuentros de Investigación, Creación sonora y Electroacústica

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bio of the players

Inês Castanheira is a multimedia designer and artist that works and lives between Aveiro and Porto. In 2014 graduated from a Master in Image Design at School of Fine Arts, University of Porto. Has a degree in Multimedia Communication Technology from the School of Music and Performing Arts of Porto. Works mainly in the area of multimedia, design, photography and video. In the last years has been investigating and exploring DIY strategies, hardware hacking and circuit bending for the creation of artistic sound and visual objects, presenting them in contexts of interactive installations and exhibitions. cargocollective.com/castanheira

Mariana Sardon is a multimedia artist graduated in Multimedia Communication Technology from the School of Music and Performing Arts of Porto, and currently is a Master's student on Multimedia at the Faculty of Engineering at the University of Porto, focused on Interactive Music and Sound Design. She has been developing projects in photography, video, multimedia and electronics – mainly leaning towards the exploration of alternate relationships between analog and digital –, and participating in workshops related with analogue electronics and DIY, which have been spurring her interest in the creation of instruments for audiovisual performances and artistic installations. marianasardon.tumblr.com

Pedro Cardoso is a designer, and a researcher at ID+, Research Institute on Design, Media and Culture. He graduated in Communication Design, has a MA on Image Design, and currently is a PhD student on Art and Design at the University of Porto, pursuing studies on video games in the context of new media, interaction and game design. He has been developing experimental work in this scope, and recently has been exploring diverse relationships between games and music and sound. He is currently a guest lecturer in the Department of Design at the University of Porto. pcardoso.tumblr.com

a short programme note for the piece
"||| |||||" is an audiovisual exploration of live coding, circuitbending, and glitch. Its soundscape is composed by a contrasting mixture of 8bit synthesized melodic sounds and distorted analog signals from circuit-bended artefacts, forming two distinct but overlapping layers that also bear deep contrasts in composition, from the digital patterned arrangements that emerge from the computer to the patternless analog signals from the circuitbended artefacts. Its image is generated in real time, consisting of sequences of visual patterns generated by an internal feedback loop that corrupts the original signal, which is directly influenced by the code that is used to generate the sound. Overall, "||| |||||" assumes itself as a piece that explores an abstract landscape with a certain dose of minimalism in sight, in which each performance returns alternate and, sometimes, unexpected outcomes.