

The Peabody Computer Music Department Presents

New Computer Music 2008

Saturday May 3, 2008

7:30pm

Griswold Hall

Offending the Audience

Lonnie Hevia

Gordon Green, Lonnie Hevia, Jason Reed, spoken voice

Atmosphere One

Geoff Knorr

Vieen Leung, Violin

Electoral Electronics

Bijan Olia

birds over steeple

Jason Reed

Jason Reed, koto

Transience

Nicholas Anderson

Love-life-drunken World

Stephen Grealish

Aleksi Glick, Alex Iranfar, Tim Sherren: guitars

Stolen Music

Doug Perry

Outside the Window

Bei Zhang

Sungpil Kim, piano

3 Studies for Bass Clarinet and Computer

Sam Brannon

1. Improvised Canon
2. Song
3. Dance

Heather Woodworth, bass clarinet

Elastic Guitar

Kyle Bennett

James Lowe, guitar

A Moment to Remember

Sungpil Kim

Lindsay Thompson and James Parks, actors (pre-recorded)
Savannah Praytor Guest, violin, Sungpil Kim, piano

Ghost Rider

Chris Pierorazio

Chris Reber, electric guitar

Out of Step

Ya-Chi Hsu

Audience InterACTION!

Griffin Cohen

Special Guest: FTNS!

Offending the Audience

Lonnie Hevia

“Offending the Audience” is a setting of dialogue from a play, by the same name, written in 1966 by Peter Handke. Three actors speak the lines rhythmically to pre-recorded accompaniment, which was sequenced in Digital Performer using sounds from Reason.

Lonnie Hevia is in the second year of a DMA program at Peabody studying composition with Christopher Theofanidis.

Atmosphere One

Geoff Knorr

This piece uses three main elements - recorded piano sounds, recorded violin sounds, and amplified live violin. I recorded my violinist friend, David Liu, doing slow chromatic scales of various playing techniques - *pizzicato*, *sul ponticello*, *molto vibrato*, *senza vibrato*. I played and recorded the chords and various low register notes on the piano. These recorded sounds were then pieced together in a quad mix in ProTools with various effects, to mention a few - delays, reverbs, and a moogerfooger phaser plug-in. The goal of this piece was to combine my two areas of concentration while at Peabody - recording arts and sciences and music composition. Many, many thanks to Veen, my live violinist, for agreeing to learn this piece on very short notice (As of writing this, Thursday, May 1, the piece has not been completely pieced together yet!).

Geoff Knorr will complete his MM in composition and BM in Recording Arts and Sciences this May. He is currently studying under Michael Hersch, and has previously studied under Christopher Theofanidis.

Electoral Electronics

Bijan Olia

“Electoral Electronics” is an interactive piece, where the audience gets to vote on one of three compositions. Each audience member will have three pieces of colored paper under their seat each representing a different composition. When it is time to vote the audience will hold up the color that represents the piece that they want played. The camera on stage will determine which color is most frequently chosen by the members of the audience, which will result in the piece selected by the audience. Once the piece starts playing the audience may clap their hands to control the amplitude (volume) of the piece. In addition, if the audience is not satisfied with the piece, they can veto the piece by holding up a different color.

Which piece would you have played at tonight’s concert?

Red- *A Day Off* by Bijan Olia (Jazz)

Blue: *Percussion Pyramid* by Bijan Olia (Percussion)

Green: *Sinister Stars* by Bijan Olia (Dance)

Bijan Olia is a first year undergraduate Computer Music: Composition major at the Peabody Conservatory. He currently studies with Geoffrey Wright.

birds over steeple

Jason Reed

“birds over steeple” is at least partially inspired by seeing birds fly over the Mt. Vernon church steeples. The effect of looking straight up into a flat sky punctuated by a dark steeple, surrounded by the not quite random noise of the city and seeing the not quite random entrance of birds into my line of sight inspires in me a certain affect that this piece is meant to express...

Jason Reed was born in 1984, and is currently in his last days as a Peabody student. While at Peabody he has studied with Chris Theofanidis and Tom Benjamin. Jason studies koto with Kyoko Okamoto, and has performed with the Washington Toho Koto Society and the University of Maryland Koto Ensemble.

Transience

Nicholas Anderson

“Transience” is the first serious piece of computer music I have attempted. Since working with computers and electronics expands the possibilities of composition to unparalleled levels, I decided to limit the scope of my piece by using a single sample of music, that being middle C played by an electric guitar. Phasers, modulators, reverb, flangers, and other processes are piled on top of one another, then varied slowly and deliberately over time to produce the resultant sounds.

Nicholas Anderson is a master's student studying composition with Christopher Theofanidis. While at Peabody he also studied with Nicholas Maw. He is graduating in May.

Love-life-drunken World

Stephen Grealish

This piece uses unconventional techniques for electric guitar over the droning sounds of a sampler playing samples of pre-recorded and processed guitar sounds. Inspiration for this piece comes from Sonic Youth, Chinese classical music, and Gustav Mahler.

Stephen Grealish is currently an undergraduate freshman at Peabody studying composition with Kevin Puts.

Stolen Music

Doug Perry

'Stolen Music' was a project in which my goal was to exercise my abilities to edit audio. Following my interests in video game music, it is an arrangement of a track from the Playstation 2 game "Drakengard" (2003, 2004, Square Enix). The soundtrack to this game, composed by Takayuki Aihara and Nobuyoshi Sano, was actually the result of a mash-up of various excerpts of orchestral staples, recorded by the Tokyo New City Orchestra. Throughout the soundtrack, you hear brief moments of Mahler, Beethoven, Mozart, Stravinsky, Debussy, and other well known orchestral pieces layered and edited to sound like a completely new (and a bit repetitive) piece of music.

I decided to construct my arrangement in a similar fashion. I downloaded quite a few

pieces of music from the website "OverClocked Remix" (<http://www.ocremix.org>), which is a website devoted to the arrangement of video game music. I sampled and edited sections of these pieces to create my own original arrangement; using arrangements of tracks from such games as "The Legend of Zelda", "Chrono Trigger", "The Secret of Mana", and more. Therefore, my finished product is an arrangement of an arrangement, constructed out of arrangements.

Doug Perry is a third-year percussion student in the studio of Robert Van Sice. He has studied both classical and jazz at Peabody, but has recently taken an interest in computer music due to his love of video game music. He hopes to someday pursue a short-lived, yet satisfying career in that field.

Outside the Window

Bei Zhang

"Outside the Window" is a piece for acoustic piano and electronics. The electronic part was composed in Reason, Audacity and digital Performer. The acoustic piano can not only produce the timbre of the piano, but also create other timbres by using MAX/MSP and a microphone.

Bei Zhang is a first year graduate student in computer music department at Peabody Conservatory of Music. She studies composition with Dr. McGregor Boyle, and research practicum with Dr. Geoffrey Wright. Before her education at Peabody, Bei studied music analysis as a graduate student at Shanghai Conservatory of Music in China.

3 Studies for Bass Clarinet and Computer

Sam Brannon

My piece explores the different roles the computer may play in live performance. Throughout, the computer creates the illusion of chamber music in a solo piece.

Sam Brannon is currently a third-year undergraduate composition major studying with Kevin Puts.

Elastic Guitar

Kyle Bennett

This piece uses various electro-acoustic techniques to expand the acoustic instrument beyond its traditional limitations. The idea of elasticity was used both conceptually and literally to create this piece.

Kyle Bennett is in first year of the Masters degree program in Computer Music. He studies with McGregor Boyle.

A Moment to Remember

Sungpil Kim

"A Moment to Remember" was inspired by the climactic scene from a Korean motion picture of the same name. The female protagonist gets Alzheimer's diseases; she ends up forgetting her husband's name. While the husband is going to work, she walks around the house and sees all the pictures that her husband posted to constantly remind her of who

they are. Her memories suddenly comes back; not wanting her husband to see her dying, she writes a letter and leaves her husband.

The piece is in two-parts: pre-recorded acting and live performance with video. Through the pre-recorded part, people should be able to imagine themselves in the same situation, and the live part goes along with the letter being projected on screen. As the music finishes, the letter gets completed.

Born in Seoul Korea, **Sungpil Kim** began his piano studies when he was 11. He won numerous top prizes in national competitions in Korea. Since 2003, Mr. Kim has attended Juilliard Pre-College and given many recitals. Not only a pianist but also a singer and a composer, Sungpil has performed in honorable choral ensembles, including 2007 MENC All-Eastern Mixed Chorus, and written a lot of pieces, one of which is being considered for publication by Oxford University Press and two others, by Walton Music. A first-year student at Peabody, Sungpil Kim is currently studying with Yong Hi Moon.

Ghost Rider

Chris Pierorazio

“Ghost Rider” is compositionally based on my experience in various bands. Its simple open harmonies are a great vehicle for improvisation and provide a lush sonic environment for the listeners. Based in the tradition of progressive rock ballads, “Ghost Rider” is every rock guitarist's dream.

Baltimore native **Chris Pierorazio** is a third year undergraduate pursuing a degree in Jazz percussion under the instruction of Nasar Abedy.

Out of Step

Ya-Chi Hsu

This piece is a combination of two videos, each of them having a totally different style. The audio part was mainly created with the music softwares “Reason” and “Peak”, and the video part was edited with the software “Videostudio”.

Ya-Chi Hsu is a first-year graduate student in Computer Music program at the Peabody. She is currently studying composition with Dr. McGregor Boyle.

Audience InterACTION!

Griffin Cohen

This piece seeks to take the audience out of its normal role as the "passive listener" and instead to have them contribute to the music they will hear. Using Max/MSP, the sounds that the audience are instructed to make are recorded, processed, and looped according to the type of sound. Ultimately, the audience creates a piece of music in real-time and hopefully has fun doing so.

Griffin Cohen is a first year undergraduate Computer Music: Composition major studying with McGregor Boyle.