

Krems. Artist in Residency Program

Julian Bonequi (MEX)

Drums are not drums: Unspoken words into organic visions

Unspoken words into organic visions is a mixed project that involves 3d animation and sound. A research process around extended techniques in percussion and body motion and gestures to create animated graphic partitures for solo improvisers and ensambles of improvisation.

For one month, playing with one snare drum not as a drum and without sticks, using the voice only as resonator creating textures and natural feedback with microphones, working with objects we consider as potential sound tools and with the psychoacoustical approach of sonorities out from traditional instruments, or in addition to them as the main instrument; we scratch, we rub in metal into metal, wood, foam, and many other materials we find and use them as sticks, but without sticking. Each day we recorded 15 to 30 minutes of short improvisations, then we edited it and mixed, without overdubs. Always respecting the original improvisation, and following differents rules we determined before we played. The setup of this stereo recordings were: one microphone for the voice and the environment; one contact microphone for our snare drum amplifier: one dual channel mixer and two speakers.

We work with natural feedback to produce electronic effects acoustically with voice salivation, natural distortion and some other tricks as troath singing and poly singing techniques and polyrhythms. We documented each combination of materials and how to use it to produce each sound. We consider snare drums as resonators. We use snare drums as natural amplifiers. With this main idea we construct the first sound elements for the graphic partiture of this visual reconstruction. We recorded in video many of the improvisations to analyze the movements and expressions wich produce the sounds. Then we start working in some esthetics for the design of the 3d style for the representation of the movements of the improvisers and we will make it in rotoscope into a 3d software. We want to capture as part of the same analysis and in a synthetic process the essence of sound. Sound and music are a vital and organic representation of life. The movements of each improviser will inspired the arrange of this portraits. And with the "clearness" the musicians will have a clear guide - for each new performance -, we will capture again, recording in video, hands, fingers, the movements of the neck, the cheeks, the hips... Each part of the body expression that happen while the music is running.

Then we can talk about what we´re searching: attitude, expressivity, stength and elegance... a new library of the poetry of the body movements accompany the improvisers while they are performing. All the meanings happening. The things that body try to say. At the end: the essence of music, the soul of the musician maybe, and again... all what we hear.

Most of the sound recordings will be published in 2011. The first 3d graphics results will be shown also in 2011 as part of a bigger installation/performance.

Three screens, with the 3d graphics render- the partiture itself- , one improviser performing, and two cameras following in big close up ... then in the partiture, we will add this new elements in the next presentation.

First we want to finish the 3d graphics, before we start thinking in interactives process. Our main objective is poetry not technology.

Other important activities done while the residence:

Schule der Vielfalt. Introduction to professional 3d softwares /Borg-Krems

For three days we worked with students of the final curse of the Schule der Vielfalt, at BORG-Krems. All of the students were users of Blender, a 3d graphic open source software.

We introduced them into Mudbox - high resolution modeling and texturing; Maya - facial animation and morph targets; and 3ds Max - motion capture and layers in biped animation.

Vienna Network and Audition Records

After a solo concert at Velak-Gala #57 with other artists at Brut Wien Konzerthaus and meetings with different artists in Vienna. We decided together with the appreciable collaboration of Dieb13, Billy Roisz, Tamara Wilhelm & Michael Fischer, to make some reviews and retrospectives of the Vienna experimental scene and publish it in Audition Records e-magazine in 2011.

Upcoming documents: Velak-Gala series, Klingt.org , Dieb13, Billy Roisz, Vienna Improvisers Orchestra and Michael Fischer....

Julian Bonequi (Mexico City, 1974)

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As musician he uses noise & improvisation with drums, voice and acoustic feedback, producing electronic sensations with acoustic elements. He performs around Europe with many collectives and as soloist. Curator of Audition Records and promoter of the International Festival of Improvised Music Hurta Cordel.

As 3d artist he works with mixed reality installations, production for artists, video games and interactive technologies in collaboration with research groups and companies in Barcelona. Professor of the Polytechnic University of Valencia since 2009 in the Master Degree of Animation.