# »Linux Sound Night«

## Tim Blechmann/Thomas Charbonnel

**Tim Blechmann** is both electronic musician and software developer. His software development is focussed on pure data, both working on the pd core and using it for interactive installations (recent work: Thierry Coduys & Michel Jaffrennou – The Phantom Public). His musical projects include a duo with Goh Lee Kwang, regular concerts with various improvising musicians and solo performances for turntable and laptop, which are well documented on his label moka bar. During the last year, he was curating concerts in the media art gallery »fluctuating images« in Stuttgart, Germany.

**Thomas Charbonnel:** After a self-taught musical education on the piano, the guitar, tape recorders and computers, he interrupts his french literature studies at the university to enter conservatoire and study jazz piano and electroacoustic composition. His acousmatic compositions have be played in various cities and festivals in france as well as on the radio. He focuses now on bridging the plastic and compositional aspects of »musique concrète« with the world of free improvised music, using both the piano and an electoacoustic setup.

## Frank Barknecht

**Frank Barknecht** is a writer, software developer and sound artist based in Cologne, Germany. Since 2005 he is part of GOTO10, an international collective of media artists, musicians and coders devoted to using and promoting Free Software in their work. He is involved in the »Pd scene« for almost five years now, where he works on supporting new users through the Pd mailing lists and helps maintaining the ourceforge repostitory. His Pd project »RRADical« is a collection of graphical modules with a common preset system, that was first presented to the public at last year's Linux Audio Conference. Since then he was invited to play concerts, do workshops and talks at Waag and ontevideo in Amsterdam, at the Art School Kassel and at the first pd~convention in Graz 2004. Lately he participated in and was involved in organizing the »Pure Data Big Band« in Cologne, a multinational free form freak out collective of almost 20 media artists improvising together.

**Music:** »Mondbass« is the name of Frank Barknecht's party project. It came to live in December 2004 while preparing a performance during a new year's eve party in Cologne. The intention thus was not to do an intellectually inspiring piece of acousmatic microsound, but to kick butt with fat house grooves and stupid soul samples. Music not to take seriously but to take drugs to.

# Streaps

**Streaps** is platform for live audio performances over the Internet. It has been developed at the Experimental Radio at the Bauhaus University Weimar and used for experimental radio shows and concert like events since 2002.

Tonight's improvised live audio is created by Johannes Mayr and Justus Wunschik in Weimar, Matthias Schnell in Vienna and Oliver Thuns at the ZKM. You are invited to join in the performance by sending your own ogg/vorbis stream or changing the live mix on the Streaps website at http://streaps.org.

# Dave Griffiths aka nebogeo

**Dave Griffiths** is an artist based in London UK, who writes open source software for performances of audio and visual work. He employs the use of artificial life and live programming (writing code in front of an audience) in the creation of music and live animation. He is a member of TOPLAP (The Organisation for the Proliferation of Live Artistic Programming) and a founding member of Openlab, a group of likeminded individuals organising gigs for open source/free software users in the UK. Dave's first free software project was SpiralSynth, released in 2000.

**Music:** Live Lindenmayer system rule hacking (or how to grow acid techno)
The use of lsystems for creation of branching plant like forms is well known, here they are used as a method of melody and percussion generation. The strings produced by the lsystem's rules are interpreted as sequences of notes and played back simultaneously. An attempt is made to develop and control these sequences, by writing the lsystem production rules live, or developing them using a genetic style breeder interface. The variations of the rules can be auditioned and chosen for further mutation, they can then be edited by hand, or vice versa, the hand programmed rules can be taken and mutated into further variations.
The performance is a pure improvisation, usually the results have more than an element of unpredictablility (especially when reeding new rules), but should follow the TOPLAP manefesto of live oding, where the writing of the lsystem rules are visible by the audience in the form of projection, and are considered an important element of the performance.

Sound: Hartmut Bruckner
Light & Stage management: Manuel Weber
Technical Assistance: Hans Gass,
                Andreas Liefländer,
                Philipp Mattner

**Linux Audio Developers**

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