

Best of ICAM

Thursday, June 9, 2022 - 7:00 p.m.
Conrad Prebys Music Center, Experimental Theater

Letters Unsent, Words Unspoken
Eden Evans

Mostly Clear
Raymond Rubalcava

Music for Chinese Kung Fu
Yichan Yin

The Sound Palette - Web Based Interactive Music Making Tool for beginners
Valen Chang

Album: L4\$T College Daze, Song: "Good Night", Demo: Xpole Theremini
Mary May Nguyễn

Bird box: a machine-learning-based birdsong instrument
Jeffrey Xing

Teleclone - Virtual Reality Programming Environment using Pure Data
Eito Murakami

Echoes
Kevin Garnica

Pigments of Imagination
Timothy Gmeiner

Symphonic Suite: The Tale of The Blind
Shangshu (Mint) Shi

Program Notes:

Letters Unsent, Words Unspoken, Eden Evans

Audio/Visual Design: Eden Evans

Choreography/Performance: Kenzie Barnickle

Letters Unsent, Words Unspoken is an interactive media and dance narrative influenced by the experience of loss and healing. My challenge with this work has been discovering how to visually and audibly interpret such an incredibly personal and ultimately universal experience. In doing so, I've loosely structured the piece into sections informed by the process of grieving—each with its unique character of sound, movement, and visual design. While the structure of the piece follows a defined trajectory, what I hope is made clear in its finale is that no linear path or solution to acceptance exists, as well as the strength in acknowledging that even in acceptance lies pain and process.

As much as my work was devoted to creating a piece of performance art, it was also an experiment in testing methods to emulate highly complex and typically expensive performance technologies and techniques. My inspiration for integrating movement and interactive procedural visuals stems from the incredible hybrid artworks produced by Troika Ranch - a performance ensemble with the expertise and access to equipment, software, and spaces designed and optimized for media and movement integration. Creating this piece with free, educational tools and softwares such as Teachable Machine offers a step towards discovering more accessible and affordable methods of reproducing these complex performance environments for a broader spectrum of artists and performers.

Special thanks to my professors Amy Alexander and Tom Erbe for their help and guidance during this process, Karen Makhoul for starting this journey with me, and Kenzie Barnickle for her incredible talent and choreographic vision in helping me realize this performance.”

Mostly Clear, Raymond Rubalcava

Mostly Clear is a three track EP blending the sounds of electronic dance music and hip-hop to create smooth, luscious melodies and colorful imagery.

The Sound Palette, Valen Chang

The Sound Palette is a web based interactive music making tool designed for beginners who want to start off with sound designing, producing, and live jamming. The application is composed of 6 key features: Looper, Sequencer, Synthesizer, Effects, Visualizer, and Embedded User Guide. Users will be guided using the application to record, design or synthesize sounds and eventually make a jam with generated visuals.

Purpose & Goal:

With an educational goal in mind, this project intends to create a friendly music making process for beginners with easy-to-use but creative interfaces. Additionally, the experimental purpose is to encourage music creators to look at music making differently and potentially appreciate the concept of *Musique concrète* in modern days.

Teleclone - Virtual Reality Programming Environment using Pure Data, Eito Murakami

Teleclone is a virtual reality programming environment using Pure Data. Developed in Unreal Engine, the software allows a user to dynamically create and patch Pure Data objects using the VR interface. *Teleclone* further gives a user the ability to control visual elements in the virtual 3D scene using existing Pure Data objects. The environment connects multiple participants over the network to create patches and perform an audiovisual composition together in real time.

Echoes, Kevin Garnica

Echoes is a collection of pieces by Kevin Garnica that explores themes of loss, grief, and prevailing hope in the face of uncertainty. Amidst the struggle of friendships growing apart and moving away from home, Kevin sought out to “make the music he always wanted to make”. Kevin aims to breathe new life into familiar genres of electronic dance music while also weaving in nostalgic samples from the 90’s and early 2000’s. The piece will also be accompanied by original visuals and animations by Kevin as well.

Pigments of Imagination, Timothy Gmeiner

Pigments of Imagination is a virtual reality composition that presents the creative process as a narrative relating the neurological inner-workings of one’s unique imagination to the universe around us. It is an observation on the beauty, fear, adventure, sadness and loneliness of self-discovery and the artist’s ultimate recognition of process as goal as told through the story of a small child’s journey to the moon.

Not Now, Charles Weigel

Not Now is a story driven interactive music video in the style of a 2D side scrolling video game. The story follows a character with ADHD attempting to complete the seemingly trivial task of writing a paper.

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This performance will be live streamed, with audio and video documentation for archival purposes, only.

Audience members are reminded to please silence all phones and noise generating devices before the performance. As a matter of courtesy and copyright law, no unauthorized recording or photographing is allowed in the hall. UC San Diego is a non-smoking campus.

Department of Music, Production:

Jeremy Olson, Theater Production Specialist

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