

SOMETHING SIMILAR



PERFORMANCE

MANUELLA BLACKBURN

Sounds in the dark, surrounded by loudspeakers.

NOVEMBER 22 8PM

A LITTLE BIT DIFFERENT



PERFORMANCE

CRAIG TABORN + VICKY CHOW

New music champion Vicky Chow and jazz luminary Craig Taborn present solo piano sets showcasing virtuosity from different sides of the musical spectrum.

DECEMBER 6 7:30PM

EMPAC

 Rensselaer

PERFORMANCE

MARK FELL

SATURDAY NOVEMBER 9 2013 | 7:30PM



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MARK FELL

SATURDAY NOVEMBER 9 2013 | 7:30PM

Tonight's event with Mark Fell includes a performance as well as three linked installations each one of which responds to a single algorithmic process in different ways. If it were possible to experience all three at once, one would notice that any changes are synchronized. You are encouraged to spend time with the pieces prior to the performance, which will begin in the Concert Hall at 8:00pm. The installations will also be available for viewing and listening post-performance.

Main Lobby (Level 7)

20 algorithmically operated color-scrolling lights on a cube of truss rotate through a pallet which floods the atrium with shadow and color accompanied by the shuffling sound of the mechanism itself.

Studio 1 (Level 5)

Total darkness punctuated by strobing light and sound; the figure of a skydancer is illuminated for brief moments disrupting the continuity of motion.

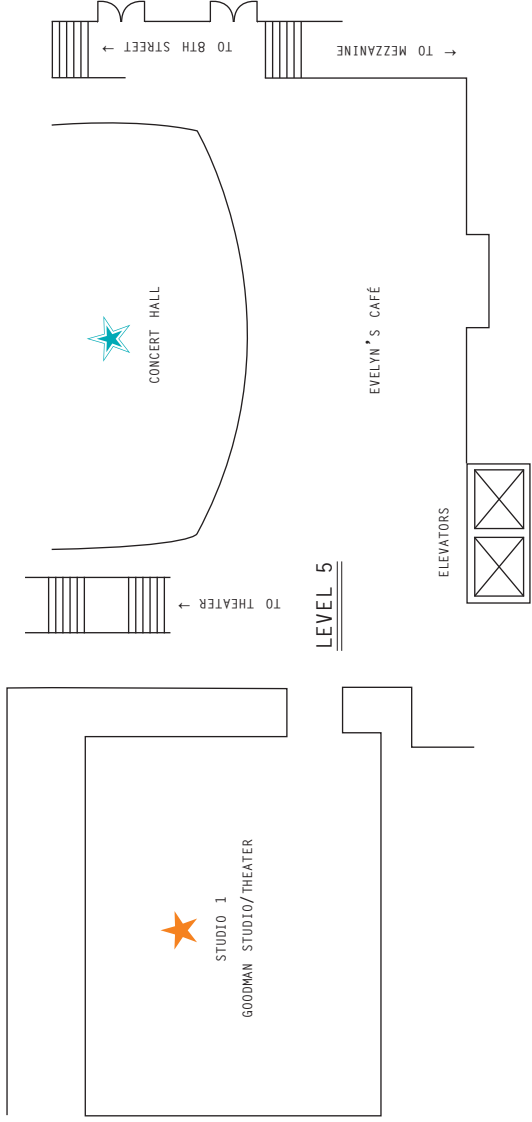
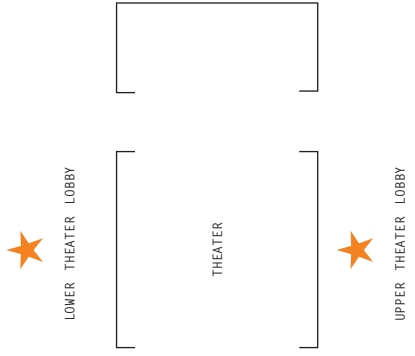
Theater Lobby (Levels 5 + 4)

Dense haze infused with rapidly alternating color saturates the space. A low frequency sinusoidal waveform propagates through the room creating a series of peaks and troughs of acoustic energy. The omni-directional bass is contrasted with two detuned rectangular oscillators positioned at opposite ends of the balcony, producing a rather more directional sonic shape. The aural and visual tonalities combine to create an intense and multi-sensory form.

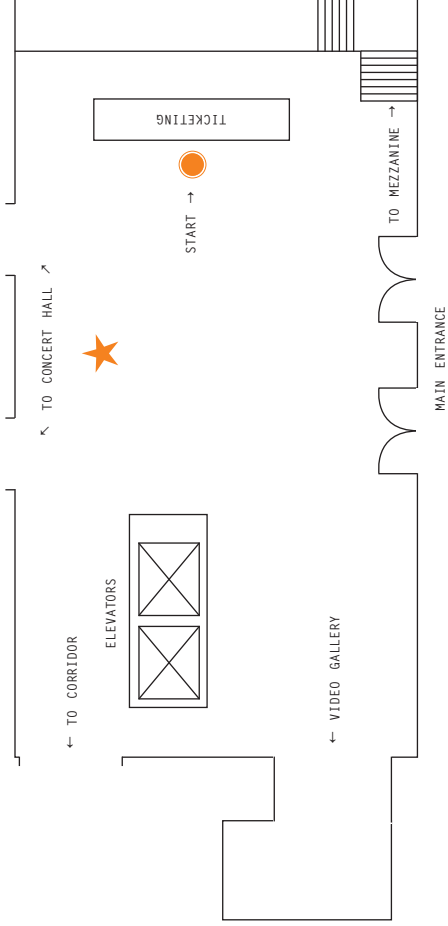
LEGEND

- PERFORMANCE 
- INSTALLATION 
- START 

LEVEL 4



LEVEL 7: MAIN LOBBY



STAFF

Johannes Goebel / Director

Geoff Abbas / Director for Stage Technologies

Eric Ameres / Senior Research Engineer

S. Argeo Ascani / Associate Curator, Music

Eileen Baumgartner / Graphic Designer

David Bebb / Senior System Administrator

Peter Bellamy / Senior Systems Programmer

Michael Bello / Video Engineer

Victoria Brooks / Curator, Time-Based Visual Arts

Eric Brucker / Lead Video Engineer

Ash Bulayev / Curator, Dance + Theater

Michele Cassaro / Guest Services Coordinator

John Cook / Box Office Manager

David DeLaRosa / Production Technician

Zhenelle Falk / Artist Services Administrator

William Fritz / Master Carpenter

Kimberly Gardner / Manager, Administrative Operations

Laura Gypson / Production Administrative Coordinator

Ian Hamelin / Project Manager

Katie Hammon / Administrative Specialist

Ryan Jenkins / Event Technician

Shannon Johnson / Design Director

Pamela Keenan / Production Technician

CathyJo Kile / Business Manager

Carl Lewandowski / Production Technician

Eric Chi-Yeh Lin / Lead Stage Technician

Stephen McLaughlin / Event Technician

Candice Sherman / Business Coordinator

Avery Stempel / Front of House Manager

Jeffrey Svatek / Audio Engineer

Dan Swalec / Master Electrician

Todd Vos / Lead Audio Engineer

Pete Wargo / Manager, Information Systems

Michael Wells / Production Technician

Emily Zimmerman / Assistant Curator



Concert Hall (Level 5)

The performance in the Concert Hall uses 52 speakers and 85 incandescent lights, each of which is independently controlled. The work comprises two main sections. The first uses a technique known as ambisonics to position a series of harmonic layers around the surface of a hypothetical sphere that contains the audience. Materials for this section were developed by the artist during a residency at Elektronmusikstudion (EMS) in Stockholm on a large modular Serge synthesizer. The work starts at the border of silence and gradually increases in volume. The second section directly places a single digital oscillator in each speaker, the frequency and waveshape of which is changed to create rich sonic textures. While the first section relies on the illusion of sound at specific points, by contrast the section emphasizes the actual presence of sound at specific points in space. In both halves of the work sounds do not move or 'pan' around the space and are instead spatially static, enveloping the listener within an evolving spectral-geometric form.

After the performance is completed, this piece will transition into an installation that can be explored spatially.

BIO

Mark Fell is a multidisciplinary artist based in Sheffield (UK). He is widely known for combining popular music styles such as electronica and techno with more computer-based compositions, with a particular emphasis on algorithmic and mathematical systems. His recent musical practice has become increasingly informed by non-Western music; this is evident in two linked works, *Multistability* and *UL8*, which explore a number of unfamiliar timing and tuning systems.

In addition to his recorded works, Fell produces installation pieces, often using multiple speaker systems. His work in this area is characterized by "non-illusion based" approaches, where multiple waveshapes are spatially distributed to form complex synthetic sonic environments. The diversity and importance of Fell's practice is reflected in the range and scale of international institutions that present his work—from large super clubs such as Berghain (Berlin) to the Hong Kong National Film and Sound Archive, among others.

He received an honorary mention in the digital music category at Prix ARS Electronica, and was shortlisted for the Quartz award for his contributions to research in digital music. In addition to his creative practice, Fell has been involved in a number of academic research projects ranging from computer science to musicology, and as a curator he is widely recognized for his contributions to the development of experimental electronic music in Europe.

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