




EMPAC

MUSIC / SOUND

LAURA  
LUNA

FRI / NOV 17 / 7:30 PM

A woman with long, vibrant red hair is seated at a desk in a dark, industrial-looking room. She is looking towards a large, curved wall that serves as a 360-degree panoramic screen. The screen displays a bright, ethereal space scene with swirling white and blue patterns, possibly representing a nebula or a distant galaxy. The room is dimly lit, with a warm glow emanating from a light source on the left side of the frame. Several computer monitors and office chairs are visible in the background, suggesting a workspace or a control room. The overall atmosphere is futuristic and immersive.

Tonight's site-specific audiovisual performance by Mexican multimedia artist Laura Luna has been uniquely developed for EMPAC's 360-degree panoramic screen. Luna has spent the past two weeks in residence exploring this projection environment's immersive qualities in order to develop a virtual-image reality that will unfold together with a live music composition. Working with self-made mechanical artifacts, motors, and generative programming, Luna has crafted drones and distortions that trigger real-time 3D visuals. The effect is a dense, atmospheric AV experience, in which organic polyrhythms, lo-fi sonics, synthesizers, and loops are woven together.

A multimedia artist turned composer, Laura Luna de Castillo deals in atmosphere creation, eschewing staid actualities for magic realism and darkly imagined cosmic travels. Part mysterious raconteur, part technological phenom, Castillo coaxes elegantly entangled texture and complex emotion out of her machines. Luna began to experiment with music in 2013, perceiving sound as a powerful art form for enhancing memories and narratives. She began recording sounds around her that triggered emotions and memory fragments, building them into a rich tonal music. Using field recordings, voice, various synths, modded computers and game systems, she constructs sounds to describe fantastical scenes and narratives, creating soundtracks for sublimely fogged-in worlds inspired by the sort of science fiction that deals in the eerily heart-rending.

## STAFF

**Geoff Abbas** / Director for Stage Technologies  
**Aimeé R. Albright** / Artist Services Specialist  
**Eric Ameres** / Senior Research Engineer  
**Argeo Ascani** / Curator, Music  
**Eileen Baumgartner** / Graphic Designer  
**David Bebb** / Senior Network Administrator  
**Peter Bellamy** / Senior Systems Administrator  
**Michael Bello** / Video Engineer  
**Victoria Brooks** / Curator, Time-Based Visual Arts  
**Eric Brucker** / Lead Video Engineer  
**Bruce Bryne** / Master Carpenter  
**Michele Cassaro** / Guest Services Coordinator  
**Gordon Clement** / Media Systems Integrator  
**John Cook** / Box Office Manager  
**David DeLaRosa** / Desktop Support Analyst  
**Zhenelle Falk** / Artist Services Administrator  
**Ashley Ferro-Murray** / Associate Curator, Theater & Dance  
**Kimberly Gardner** / Manager, Administrative Operations  
**Johannes Goebel** / Director  
**Ian Hamelin** / Project Manager  
**Ryan Jenkins** / Senior Event Technician  
**Shannon Johnson** / Design Director  
**Carl Lewandowski** / Production Technician  
**Robin Massey** / Business Coordinator  
**Daniel Meltzer** / Master Electrician  
**Stephen McLaughlin** / Senior Event Technician  
**Josh Potter** / Marketing and Communications Manager  
**Avery Stempel** / Front of House Manager  
**Kim Strosahl** / Production Coordinator  
**Jeffrey Svatek** / Audio Engineer  
**Todd Vos** / Lead Audio Engineer  
**Michael Wells** / Production Technician

