

**April
12**

of Modalys, but also with Csound or Diphone. We will examine different relationships between these software.

**Studio
5**

Besides their main capacities, analysis or synthesis programmes offer the possibility to recover certain data, often in the form of long lists of numbers. In spite of this austere look, these files can provide interesting ways of seeing the works, with AudioSculpt, Diphone, Modalys, and other tools operating in tandem. The musical ambition is to expand the diversity of the material, while maintaining certain fixed points of reference.

14:30 - 15:30

New GRM-Tools Plug-Ins

Emmanuel Favreau

Four new GRM Tools plugins are presented. They are all based on the well known phase vocoder algorithm. Different constraints with respect to the environment (real time plugins) and the user interface (GRM tools) have led to the definition of four effects, each taking into account a different aspect of the phase vocoder. These effects are :

- Amplitude modification :
Equalize an octave-third equalizer
Contrast a multitrack compressor
- Frequency modification :
Shift a combined pitch-shifter and transposer
Warp an arbitrary spectral reorganisation

15:30 - 16:30

Composition with Instrumental Sounds Databases

Thomas Hummel

Thomas Hummel will present a project he developed at the Experimentalstudios der Heinrich-Strobel-Stiftung of SWR Radio.

ISIS (Instrumental Sounds Information System) is a multimedia library of contemporary orchestra music. Its aim is to give an overview of the great number of modern playing techniques and to simulate complex orchestral situations. What does a note sound like, how can you notate it, which acoustic components is it made of? How is it produced? How does it sound within an orchestral chord? What does the instrument look like that produces it?

Usual and unusual sounds are equally represented by consistently including the playing techniques of New Music. Complex sound mixtures can be realistically simulated. The library includes more than 15,000 instrumental sounds produced by flutes, clarinets, trombones, tubas, strings as well as percussions, piano and accordion. With more than 600 different playing techniques, the instruments' possible sound variations are largely covered. The sound recordings were produced by New Music virtuosos.

17:00 - 18:00

Sound Design and Improvisational Usage

True Rosaschi

The presentation focuses on elements of sound design as it relates to improvisational usage in composition. Examples of notation problems and solutions will be given in rhythmic applications as well as applying results from Diphone and Audiosculpt in live improvisational performance. A demonstration will be given, mapping information derived from a standard keyboard interface to control playback parameters. Real-Time possibilities will also be discussed, using live processing of a sound source convolved with the analysis. An excerpt from a new work will also be presented