

Hochschule für Musik

Enabling performers – presentation of artistic projects

Colloquium 48 with the students Germán Medina and Iulia-Andreea Smeu
Moderation: Anne-May Krüger und Anja Wernicke

Dienstag, 23. März 2021, 19 Uhr

Online-Veranstaltung

Anmeldung via <https://www.musik-akademie.ch/de/veranstaltungen.html>

Which conditions and working methods can favor artistic creativity? This is one of the core questions of the research project [Enabling performers. Edge Moments between New Music, Fluxus, etc.](#). This question is pursued in particular with the help of student projects, which find in *Enabling Performers* a platform for interdisciplinary exchange, content-related input and a framework for the presentation of their artistic outputs. The two students Germán Medina (Master Composition in the class of Johannes Kreidler) and Iulia Andreea-Smeu (violin, Master Improvisation) participate in the course "Interdisciplinary Acts: Enabling Performers," which is part of this initiative. In the Colloquium 48, they present artistic projects they are currently working on.

Germán Medina – Pieces for a Frame

Discarding ideas and approaches during a creative process can sometimes be puzzling or even discouraging. I will briefly summarize how the process of one of my recent works has unfolded, going through all the seemingly unproductive tryouts with the performers.

The first version of 'Pieces for a Frame' will be premiered at the AKUT concert on the 12th of April.

Germán Medina is a composer pursuing his master studies with Michel Roth and Johannes Kreidler. He currently works on a set of projects that deal with the concept of skin as identity/resistance.

Iulia-Andreea Smeu – Embodied sound in virtual realities. The body as interface.

The digitalisation of life challenges us to adapt to hybrid spaces and more and more virtually embodied existence. With the departure point in sound design for gaming, music is an important part of the virtual reality environments, with more and more artists exploring and tapping into the immersive potential of these technologies.

In my presentation we will look into the embodied nature of music-making in general vs. in virtual/augmented/mixed reality. The main questions leading a potential research are
What is a sounding body in VR? The avatar as the subject of sound-making
How does one interact with other avatar bodies? How does one (inter)act "as a" and "with" real bodies while the cognition is in VR? How is the meaning of sound-making gestures in VR inferred in reality? How do virtual gestures sound?

Iulia-Andreea Smeu is a Romanian musician based in Basel, Switzerland. With a strong background in classical music performance (violin) her artistic practice covers an extended stylistic area, from historically informed Performance Practice to free improvisation, transdisciplinary projects and technology-augmented performance.