

## **ESMúC Barcelona at TU Berlin**

Eduard Resina, 26<sup>th</sup> to 29<sup>th</sup> of March, 2008

### **Session 1.** March 26<sup>th</sup>, 5PM-8PM.

This first session will show an overview of our institution, the program studies, activities, facilities and creative production. It will also go through an overview of the research activity in the Music Technology Group at the Pompeu Fabra University in Barcelona. The presentation will include a reference to some of the electronic music activity and festivals in the city, together with the audition of some works and examples by local composers.

### **Session 2.** March 27<sup>th</sup>, 10AM-1PM.

This will be the first of a three session introduction to SuperCollider 3. This introduction is not intended to cover SuperCollider in any significant depth, but to show and help understanding some of the most interesting features of the language, as well as introducing some of the essentials that will make it easier to learn and use it afterwards. The first session will deal with the separation between the language and the synthesis engine. Basic maths, function definitions, objects and methods and arrays construction and manipulation.

### **Session 3.** March 27<sup>th</sup>, 3PM-6PM.

This session is intended to listen to and comment works by the ECMCT students in Berlin. They will present and discuss their musical ideas and works from both technical and formal basis, as well as personal musical interests and aesthetic approaches. Also, works in progress or upcoming compositional projects can be discussed within this session.

### **Session 4.** March 28<sup>th</sup>, 10AM-1PM.

Here the powerful SuperCollider pattern structure will be introduced. The events' structure, players, clocks, routines, event streams, list and event patterns will be shown. A hint to the musical structuring power of the language will be seen from this introduction playing through the embedding nature of SC patterns.

### **Session 5.** March 28<sup>th</sup>, 3PM-6PM.

A number of selected works from different periods and authors will be played and commented along. The selected works should lead to a debate on musical structure, meaning, sound, function and intention in regard to different musical proposals. Questions such as whether the electronic medium is just a powerful working tool extending the composers' capabilities or whether it imposes new rules and paradigms on the composer should arise. The question can be also posed as whether the electronic medium is a self living and developing entity.

### **Session 6.** March 29<sup>th</sup>, 9AM-12PM.

The last session will introduce the SuperCollider synth engine and language. The Unit Generators allow for a large amount of timbral and synthesis capabilities which can be accessed either from the SuperCollider language or from other programs or musical environments via Open Source Control. Putting together the synthesis engine and the structuring pattern based language of SuperCollider gives way to an extremely powerful tool to create sound and to play with musical structures and instruments on the fly.