

**Author Composer and Performer: BIAGIO FRANCIA**

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**Title of the work: Water and Fire**

**Statement of the relevance of the work to the conference theme:**

Live Electronics Music performance, played using augmented music instruments. The performance is thought according conceptually with Non Linear Performances theories and Dynamic music composition.

Performance want involves the interaction with audience participation to hit their “perception’s trick”

**Program Notes:**

Water and Fire is a music composition for augmented drums and live electronics. The composition is based on a improvisation that host possibility to interact live with audience that become active part of performance.

The relationship between music and human emotions is a very interesting area. How exactly music affects auditory perception relates to other senses and what the valid parameters needed to classify the pattern is still an open question. Listening to music at a live concert is different from listening at home. The difference is caused from not only sound facilities but also interaction between players and listeners. This interaction between players and listeners become the core of our attention and allow us to research and answer to “What you hear is what you see? ...how auditory perception relates to other senses. What can we rely on? What can we trust? Where does our perception trick us?”

Non Linear music performance structure is preferable than a traditional linear play because has a flexible structure capable to adapt with a free improvisation music performance. It gives more freedom to audience when interact and can be Dynamic Music with meaning of music that can change and adapt to data. This kind of performance become a new emerging role able to produce new disruptive music forms.It is idea of the author that in a live electronics performance based on a free music improvisation, Listeners has unfiltered experience and can consider and have better perception of sounds as colors that changes during the performance . The use of synth’s sound and augmented music instruments during the performance allow to stimulate audience more making tricks about perception.

The title of composition Water and Fire is not at all casual, title call back the power of nature's elements, and Water and Fire in particular are the most flexible elements, because they change their shape continuously, change their sound, color, mood and they can be identified with changing perceptions of audience.

**Technical requirements (audio and visual):**

The performance don't need special audio tools, just a normal PA system, and possibility to have a projector to send visual

**Required stage layout:**

Table, close to the drum to host synth and computer (by owner). Corner on stage or close to the stage with long cables connected to drum/performer mixer to make a interaction corner with Audience

**Duration: 5-7 minutes (can be done also on longer length)**

**Instrumentation :** Mixer; Synth; Midi Controller; Computer ; Microphones; Drumset (is needed on stage the Mixer at least 4-6 mono channel; drum set at least 4 piece and Hi Hat and Crash-Ride Cymbal; Microphones for drum set) It's possible make it also without a drum set on stage , if could be a logistic problem.

**number of performers: 1**

**All technical details written can be changed and organize in different way agreeing by Author and Audiomostly**