



Marco **Accardi**
multidisciplinary artist

15-16-17 February 2019
Workshop **Audio-Visual Design**
with **Max/MSP/Jitter**



MILL
Makers in Little Lisbon

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Workshop Audio-Visual Design with Max/MSP/Jitter

ABOUT THE WORKSHOP HOLDER

Marco Accardi (1989) is a multidisciplinary artist and teacher based in Berlin. With a BA in Electronic Music, taken at the "Conservatory V. Bellini di Palermo" with the highest honors, he works in the field of electro-acoustic music, dance-theater, audio-visual performances and installations.

As member of MiniM Ensemble, since 2012, he develops softwares and does live electronics for electro-acoustic music pieces by K. Stockhausen, L. Berio and L. Garau. As well as he has curated the installation of an acousmonium of 33 loudspeakers at "Festival di Musica Contemporanea di Cagliari" in 2014 and 2015.

He has given lectures about electro-acoustic music and programming at University and Conservatory in Italy.

Between the years 2015 and 2016 he has worked with "Teatro Zappalà Danza" as composer and performer. In 2017 he got involved in the GAU Company as sound designer, composer, performer and engineer. He has worked also with independent choreographers, presenting his works at Romaeuropa Festival (2016) and in several cities in Italy.

In 2018, as sound designer, he has participated at Kyiv Lights Festival (UA). As live electronics performer he has played alongside Georges-Emmanuel Schneider at Spektrum in Berlin and at the "Musik Hochschule für Musik und Theater" in Munich (DE). As an audio-visual performer he has played at CTM Festival in Berlin (DE) and at LPM in Rome (IT).

As an EDM producer, he has released his music for label like Subaltern, CueLine, Surfase, Version Collective and Instigate. He has also performed his music in Italy, Germany, Denmark, United Kingdom and Portugal.

Currently he teaches in Berlin sound design and visual art in form of private lessons and workshops.

Links:

<https://vimeo.com/hrdav>

https://soundcloud.com/murk_official

ABOUT THE WORKSHOP

3 lessons

6 hours/day (3 hours lesson + 3 hours practice)

price:

1 module - 60 €

2 modules - 100 €

3 modules - 150 €

sound design + audio-visual design workshops - 250 €

ABOUT THE LESSONS AND PRACTICE

The purpose of this workshop is to apply a path of learning in an creative and technical way. It will be explained the theory of the techniques and the structure of the algorithm in Max. Most of the time we are going to work on the same visual source in order to help the students to understand better the video processing. During the practice, the students will experiment with the techniques learnt with the support of the tutor.



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PROGRAM

DAY 1 - MODULE 1

Introduction to Max and The Vizzie Library

Brief introduction to the history and the workflow of the software; general overview of the type of objects to use in Max. The students will learn how to work with the Vizzie Library and create their own first visual set.

LESSON

Introduction to Max/Msp/Jitter

description: first steps to work on the Max environment;

objects: mathematical operators, matrix.

The Vizzie Library

description: how to display, record and process videos;

objects: video player, webcam grabber, video recorder, video effects.

PRACTICE

create a personal visual set using the techniques learnt.

DAY 2 - MODULE 2

Control visual with a MIDI device; Introduction to the Open Graphic Library

The students will learn how to control their own visual set with a MIDI controller. Furthermore they will be introduced to how to generate and manipulate 3D geometries.

LESSON

The MIDI mapping and automations

description: how to control multiple parameters with a MIDI controller;

objects: MIDI protocol, control numbers, MIDI device configuration, bpatcher, automations.

The OpenGraphic Library

description: generation and distortion of 3D geometries;

objects: 3D geometries, matrix operators.

PRACTICE

configure your MIDI controller for a personal visual set.





DAY 3 - MODULE 3

Control visual by sonic events

The students will learn how to control their visual set by an incoming audio signal.

LESSON

Interaction between Audio and Visual

description: how the audio signal flow works in Max and how use it to control visual;

objects: DA converter, amplitude, audio-data conversion, data-visual conversion.

PRACTICE

implement visual reactions by sonic events for a personal visual set.



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