



**:: an electrocusic artwork dream ::**

Artwork produced by:

**Javier A. Bedrina :: Juan Carlos Carrazón :: Juan Antonio Lleó**

Released on june, 30<sup>th</sup> 2003

Auditorium of the National Art Museum Reina Sofía  
Madrid (Spain)

**MNCARS**

## Synopsis:

The electroacoustic artwork Uverso (which could be read great –u- verse) is composed based on the artwork Pulsar 32B (reedition of a recording made on October 5th, 2002 during Midiverso installation). This recording provided the sounds used to generate the substance which appears in each of the eight parts or sequences in which the artwork is divided and in its length.

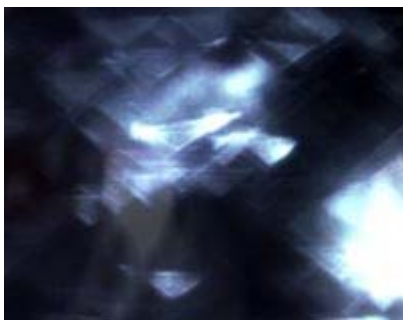


The sound artwork is mainly elaborated through real time granular synthesis techniques by means of Granulab software.

The same as in other sound works as in visual artworks, the sound material is subordinated to a series of processing developments which change the substance in a progressive way, selecting those fragments which are adequate for its successful ending result, not always previously planned in all its details. The random aspect, chaos or the indeterminate sense do have much importance in the artwork, in a constant interactive dialogue between the combination of the different elements and the results offered by the computer platform.

The video is elaborated and created using the photographic images and videos taken from the Midiverso installations, film sequences especially done for this project and video fragments used in Midiverso screenplays, postproduced using different digital techniques.

This artwork is dedicated to **Pedro Díaz, Eduardo Fuentesal and Eduardo Polonio.**



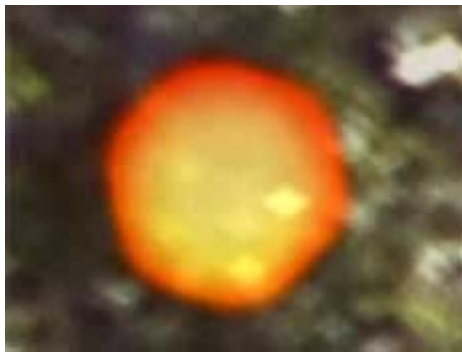
## Technical Information and Credits:



This artwork's first performance was on June 30th, 2003 at the Reina Sofia Art Museum's auditorium during the X Jornadas de Informática y Electrónica Musical (JIEM 2003) (computing and electronic music event).



PC Computers were used for the edition and postproduction of the image and for the sound as well. During the live concert, two computers were synchronized using MIDI Timecode; one playing the encoded video (DV –PAL format- 4:3) and by means of a projector and a 4 metres screen. The other one played the eight audio channels (octophonic reproduction), just according to the musical artpiece design.



### AUDIO.-

#### Composition:

- Juan Antonio Lleó

#### Recording, Postproduction and Mixing:

- Juan Antonio Lleó  
 - Juan Carlos Carrazón (LDIAP)  
 - Juan Andrés Beato (LIEM - CDMC)  
 - Juan Ávila (LIEM - CDMC)



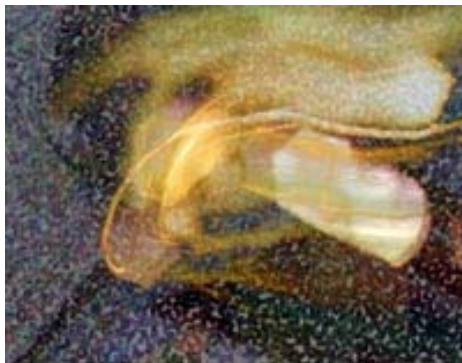
### VIDEO.-

#### Production, Scripting and Performing:

- Javier A. Bedrina  
 - Juan Carlos Carrazón  
 - Juan Antonio Lleó

#### Editing and Post-production:

- PRODUCCIONES MULTIVISUALES  
 Javier A. Bedrina  
 - LABORATORIO DE INVESTIGACIÓN AUDIOVISUAL  
 PIRÁMIDE



### Thanks to:.-

- Adolfo Núñez  
 - LIEM - CDMC  
 - All those who have named, imagined or thought about this artwork.

## Authors:

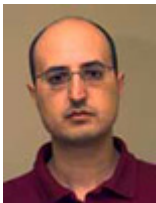


**Javier A. Bedrina Vera**, 1963, Valencia (España)

Audiovisuals Computing, IT and Communications Expert. Streaming Technologies Master (Real Networks - Seattle - USA). Streaming Technologies Master (Microsoft - Redmond - USA).

Multimedia artist and performer.

His career begins in 1982 with the importation of new video capture cards into Spanish market. His work has always been tied to design, image and digital video and, thanks to his technical knowledge, with complex computing architectures design too. At the end of 90's he presented the first video-banner in Spadfin for BMG and Lycos Spain. He has been the responsible of the live event streaming of the 50th anniversary of La Almudena Cathedral in Madrid. He has realized lots of different presentations like Lorena Bernal's pages after she was named new Miss Spain; pages plenty of multimedia. In the last years he has been the Multimedia Technical Manager in Terra-Lycos. Responsible of the video servers architecture and audiovisual contents. Since 14 years he writes articles very often for different publications and specialized magazines. Actually he combines works like Consulting, Design and giving personalized Computer Solutions with the Production, Realization and Video Edition.



**Juan Carlos Carrazón Castro**, 1962. Valdepeñas, (Ciudad Real, SPAIN)

Specialist in Sound and Image (Radio and Television Official Institute, 1986) and Sound Engineer (Audio Institute of America, 1993).

Audiovisual artist, musician and composer.

His professional career starts in 1982 working with top artist shows as sound engineer in P.A., recording studios, radio and TV studios. Since 1987 he works as video editor at News Service of Spanish Television, (TVE). Same time, he works on training audio/video professionals around the world, consulting, and artistic creation. He writes articles, proceedings and books about audiovisuals (some of these documents are on the Web for best reading).



**Juan Antonio Lleó**, 1961. Madrid (Spain)

Musical studies at Real Conservatorio Superior de Música de Madrid and Gabinete de Música Electroacústica, at Conservatorio Profesional de Música de Cuenca. Degree on Computer Science.

Composer and Computer artist.

Computer and Electronic Music teacher in Universities and others centers since 1983. He had written in three books ("El Arte en las Redes", "Audio 3D", and "Arte, Placer y Tecnología") for the Ars Futura collection, edited by Anaya Multimedia and the Spanish Society of Authors and Publishers (SGAE). He has two computer music pieces published on CD (FORCE, Foro de Comunicaciones Electroacústicas, Vol. I y II).

He usually works in installation, musical and multimedia personal projects and in collaboration with other artists.