

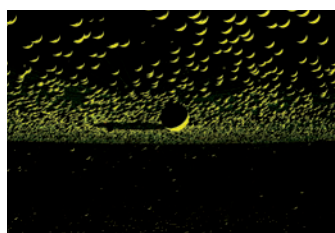
C. Cadoz, Centaurus, 5<sup>th</sup> January, 2018

1<sup>st</sup>, 2, 3  
and 4 JULY  
2019  
GRENOBLE  
FRANCE

# Computer Music and Sound Design Workshop



ACROE, creation workshop, 15<sup>th</sup> May, 2018



C. Cadoz, Big-bang lunaire, 28<sup>th</sup> May, 2018

Create and compose  
your own virtual musical instruments

3 days at ACROE Studios, Grenoble - France  
1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> of July 2018

Followed by a Master Class with Claude Cadoz  
on July 4<sup>th</sup>, 2019

With the ACROE **GENESIS** software.

The philosophy of musical and sound creation developed by ACROE is based on the instrumentality as well for the synthesis of the sound itself as for its composition. This choice makes it possible to reach the subtlety of the sounds of instruments and acoustic objects in the digital and computer world. The workshop allows to experiment this new method of musical and sound creation and all their creative and musical possibilities.

## CREATION WORKSHOPS

JULY 2019

- ▲ **Computer music and Sound Design Workshop** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> of July 2019
- ▲ **Claude Cadoz Master Class** « From sound synthesis to virtual instruments simulation : new concepts and practices for musical creation » July 4<sup>th</sup>, 2019
- ▲ **Computer animation Workshop** 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> of July 2019
- ▲ **Interactive and multisensory computer music Workshop** July 5<sup>th</sup>, 2019

ACROE is a research and creation center on musical and visual arts. Since 1976, ACROE researchers and artists have developed innovative digital tools for musical and visual creation, such as GENESIS and MIMESIS softwares and gesture haptic systems. These tools allow everyone to build any virtual instrumental object and play it as if they were real.

## Workshop Contents

### Philosophy

- Philosophy of digital musical instrumental creation
- Create and compose the digital instrument or create and compose the digital sounds?

### Introduction to techniques

- State of the art in computer music techniques
- Description of the principles of the GENESIS software
- Examples

### Practical works

- Individual or group working
- Design of virtual instruments from examples library.
- Composition of virtual instruments
- Analysis of practical Works

## Teachers

### Claude Cadoz

Genesis software designer, researcher, composer

### Nicolas Castagné

Genesis software designer, researcher, musician

## Attendees

The workshop is limited to 12 participants.

## Participants

### This training is accessible at all levels:

- People who have never used ACROE's software concepts and tools;
- People of intermediate knowledge, who have a first practice;
- More expert people, with confirmed practice.

## Agenda

July 2019, Monday 1<sup>st</sup>, Tuesday 2<sup>nd</sup> and Wednesday 3<sup>rd</sup>,  
9h30 to 17h00.

Followed by a Claude Cadoz Master Class,  
on Thursday 4<sup>th</sup>.

## Venue

ACROE, Studios,  
Institut Polytechnique de Grenoble,  
46 avenue Félix Viallet 38000 Grenoble,  
France

## Fees

**380 €**

For 3 days + 1 day Master Class

The fees do not include travel, meals  
and accommodation.

## Information

### Annie Luciani

Tel. +33(0)4 76 57 46 48

[Annie.Luciani@grenoble-inp.fr](mailto:Annie.Luciani@grenoble-inp.fr)

## Registration

The registration form  
is available on-line at:

<http://www.acroe-ica.org/en/acroe/scientific-cultural-training/cultural-artistic-training>

or requested to:

[Annie.Luciani@grenoble-inp.fr](mailto:Annie.Luciani@grenoble-inp.fr)

*To send back to:*

**ACROE, 46 av. Félix Viallet  
38000 Grenoble**

**before 24th, June 2019**