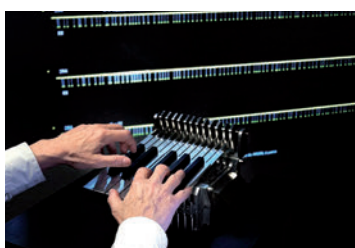


Friday  
**JULY 5,**  
**2019**  
**GRENOBLE**  
**FRANCE**

## Interactive and multisensory computer music workshop

**Create, compose and play gesturally  
 with virtual musical instruments**

**With the TELLURIS creation software environment  
 and its force feedback interaction devices**  
**Friday, July 5th, 2019**



The instrumental computer technology TELLURIS developed by ACROE makes possible to program an instrumental structure and to play it as a real instrument, with the gestural haptic feedback necessary to feel the physical behaviors of the virtual instruments under fingers and in the hands. For the first time, it will be possible to perform in real time, individually or with several, on virtual instruments and interactive instrumental worlds, through gesture feedback interaction.

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.

## ARTISTIC 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**

## Workshop Contents

### Philosophy

- What does mean the instrumentality in the field of digital musical arts?
- How to reintroduce a real instrumental playing in computer music?

### Introduction to techniques

- State of the Art in interaction techniques in digital musical arts
- Principles of the instrumental virtual realities of the artistic creation tool TELLURIS

### Practical works

- Individual or group working
- Exploration of gestural playing modalities on virtual instruments
- Real time performance, individually or with several, on gestural haptic devices.

## Teachers

### Claude Cadoz

Designer of the TELLURIS environment and haptic systems, research engineer, artist in musical arts

### Nicolas Castagné

Developer-designer of the software environment, musician

### Annie Luciani

Designer of the TELLURIS environment and haptic systems, research engineer, visual artist

## Attendees

The workshop is limited to 12 participants.

## Participants

This workshop is accessible to people who have already benefited from an approach to the creation of virtual musical instruments by physical models, such as to propose in the workshop « **Music creation and Sound Design Workshop** ».

## Agenda

**July 2019, Friday 5th**  
**- 9h30 to 17h00.**

## Venues

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

## Fees

**140 €**

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**