

Warsaw, Poland, December 3rd, 2004. First Reverse Music performance.

Ujazdowski Castle concert chamber, 8 PM. Audience is waiting for the show. Sound of heavy traffic is transmitted realtime from the street nearby. Few moment later musicians start to play, but no sound is heard. Instead, the street noise turns into... something.

The Reverse Music performance, held within "Audio Art. – Sound Spaces" festival in Warsaw was just a simulation of a broader concept. As Ryszard Latecki, author of the concept says "In the days of overproduction it makes sense to organize the sounds around by subtraction rather than adding. Both these methods are obvious to sculptors: one might create a sculpture by addition as well as by removal, cutting the larger block down to required form. Can we use this analogy with sound? Intuitive answer is yes, but no reverse instruments exist yet. Such a discovery would allow music into areas unavailable so far: noisy streets, industrial areas, rail stations. A new musical quality is required, the reverse music."

During the festival, invited team of musicians and programmers accomplished the succesfull simulation of reverse music performance, using a custom written software for spectral processing. Traffic noise, picked up remotely at nearest big street, was used as a basic "material" for subtraction. In a special part of performance, musicians also "shaped" sounds played by each other. Performance was accompanied by the realtime visualisation of processed audio spectrum.

Musicians: **Ryszard Latecki** (reverse trumpet) – composer, musician, innovator
(<http://www.latecki.com>)
Jerzy Kornowicz (reverse synthesizer) – modern music composer, pianist –
improvisator, director of Audio Art. festival.

Technology: **Grzegorz Podsiadlo** - programmer, author of innovative media systems for
broadcast (<http://www.empeg.pl>)
Michał Silski – interdisciplinary consultant, multimedia and communications
specialist (<http://www.stsdev.com.pl>)
Sergiusz Zbikowski - programmer, author of game and simulation engines

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