

# Immersive Soundart workshop

## Music workshop

Marko Stojanovic, professor at the Faculty of Music

*Immersive Soundart workshop* includes up to 8 participants, whose simultaneous work is mentored by the workshop moderator. Before each step in the process, the moderator will hold the necessary lecture – a presentation, thus enabling all participants to complete their tasks. Collaboration with participants of other workshops is desirable, in the form of a common theme (multimedia synergy in creativity).

### Tasks:

- Designing the concept of a sound image and musical form (theme of work, form of work, elements, compositional aspects). What does the author want to tell the audience and in what way?
- Recording of specific sounds (via audio interface or portable recorder)
- Transferring recordings, processing, and sound manipulation, creating a music (sound) stream
- Sound-music mix
- Preparation for a three-dimensional mix (immersive sound).
- Collection of all samples prepared for 3D sound and work on the immersive mix
- Preparation for the public presentation of the completed assignment - multi-system 3D sound projection setup
- Public presentation upon task completion - all assignments are played in a multi-channel system.

Immersive Soundart is a workshop that will provide participants with the opportunity to do research and creative work in the fields of sound art and electroacoustic music, with the aim of delivering individual as well as a group art projects, which will be publicly presented on the last day of the art school. The goal is for students to freely experiment in the creation of a new art form, which will be created by recording real sound and its processing and manipulation aiming to create a sound time-space unity.

Students will also use previously recorded sound materials and virtual instruments and, if interested, engage in sound synthesis. At the end of the workshop, participants will learn how to independently create a three-dimensional sound space using modern techniques and technology and finally present such work to the audience.

How many students can participate?	8
Who can apply?	students of art faculties from the country and abroad
What do you need for work?	You need to know how to work in DAW software for composing and/or producing music (Cubase, Nuendo, Logic pro, Pro tools...), to have a personal computer with installed DAW software and a pair of headphones.

### Marko Stojanovic

Under the mentorship of Prof. Srdjan Hofman, he completed his interdisciplinary artistic doctoral studies with the art project Sounds of Belgrade in 2014 - combining specific sounds and scenes in a multimedia piece, the multimedia installation Sound of Belgrade, which he exhibited on the plateau of the Faculty of Philosophy in Belgrade.

He is currently employed as an assistant professor at the Composition Department of the Faculty of Music in Belgrade, in the artistic area of Music Direction, where he acts as a coordinator. Today, his professional career includes music composing, recording, and producing, mostly for multimedia projects and audiovisual content. In addition to music, Marko is also involved in multimedia art projects, and thus far he has exhibited his works of art at several solo and group exhibitions in Serbia and abroad, in the following gallery spaces: Pavilion of Cvijeta Zuzoric (Belgrade), Museum of Science and Technology (Belgrade), Museo Casa Cavazzini (Udine, ITA), Grand Gallery of the City Cultural Center (Belgrade), Gallery of the National Bank of Serbia (Belgrade), Headquarters Gallery (Belgrade), Ciglana (Belgrade), ULUCG Art Pavilion (Podgorica, MNE), HDLU Gallery ( Zagreb, Croatia), Spazioersetti (Udine, ITA).