



Music Production Towards Sound Recycling

Music Production Workshop

Marko Stojanovic, assistant professor at FM

The workshop involves the simultaneous work of participants, with mentorship from the workshop moderator. Prior to each step during the workshop, the mentor will hold lectures and presentations so that all participants can complete their tasks. Collaboration with participants from other workshops is desirable, in the form of a common theme (multimedia synergy in creation). The proposal for collaboration to take into account is between the music workshop and the ceramics workshop, in the form of joint works - sound objects.

Chronological steps:

- introductory lectures on the music production process and sound in ambient installations;
- the concept of soundscapes and analytical listening, listening to the environment, the concept of acoustic pollution or noise;
- work processes: preproduction (designing a project, planning steps for implementation);
- work processes: production (recording musical/sound content, processing, editing, and mixing in order to create a sound image - dynamics, volume relationships, spatiality, depth, etc.);
- work processes: post-production/mastering (application of recordings for a specific purpose, i.e., multichannel spatial installation resulting from collaboration with participants from other workshops);
- technical aspects - in the domain of audio technology: designing and connecting devices for sound reproduction and implementing electroacoustic converters into sculptural/spatial elements of the installation;
- the implementation of recordings and preparation of the exhibition;
- the final exhibition of works.

Music Production Towards Sound Recycling represents a workshop in which participants develop their abilities of sound perception and, through procedures of sound and music production, create a recording that will become part of a multimedia exhibition. The idea is to alter the existing soundscapes, with their recordings in a specific space, through sound installations, drawing attention to the problem of acoustic pollution, or noise. In this process, participants will first explore the sound characteristics of the environment or soundscapes and attempt to expand their own sensory perception capabilities. Nature will be their inspiration, and through production procedures characteristic of the field of music production, they will endeavour to create a sound image by combining their own recorded music (sound) material with previously recorded materials. These recordings will then be re-emitted in a space intended for the installation exposure (sound recycling). Such work will become a part of a spatial installation, which will emerge as a result of collaboration with participants from other workshops, representing the ultimate goal of this workshop.

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 for music composition and/or production (Cubase, Nuendo, Logic Pro, Pro tools...), and 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, exhibited on the plateau of the Faculty of Philosophy in Belgrade. He is currently employed as an assistant professor at the Department of Composition at the Faculty of Music Arts in Belgrade, in the artistic area of Music Production, 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).