Invited Speaker

Paul Doornbusch

Generate + Test

Abstract

Composers and musicians have always sought ways to turn new technological developments to musical ends. From steel strings and mechanical marvels like the piano, to computers and specialised games hardware today, new technological developments have, when applied to music, brought about new musical developments. This talk will discuss some of the earliest hardware and software developments
in computer music, along with some of the musical developments and implications with a particular focus on the notion of 'generate and test' methods, and issues surrounding that.

Biography

Born in Melbourne Australia, Paul Doornbusch is a composer, sonologist, researcher and occasional performer who works largely with algorithmic composition systems for traditional instruments and electronics. His work is presented internationally in concerts throughout Europe (Paris, Amsterdam, Dublin, The Hague, Frankfurt, Köln, Berlin, Salzburg, Vilnius etc.) and also in Australiasia, Canada and the USA. His recent works include Piano-Piano for piano and computer (premiered by Michael Kieren Harvey) and Continuity 3 for percussion and computer. Since completing a Bachelor of Music degree in Melbourne with Barry Conyngham he has studied and worked in Europe for eight years with major composers, mostly in the Dutch music scene and at the Royal Conservatory of Holland. He has written music for a wide variety of performers and situations including pieces for ensembles, soloists, and electronics, and he has been appointed to the *International Who's Who of Music and Musicians*. Doornbusch's music is concerned with rich textures and elaborate but transparent musical structures that probe the extremes at every level for the performer and listener. Recently, Doornbusch has successfully completed a major research project, as composer in residence of the Computer Science department of the University of Melbourne, to reconstruct and document the music played by Australia's first computer – CSIRAC, which is now regarded as the first music in the world to be played by a computer.