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ABATTOIR PROJECTS PRESENTS
CODE

RODDY SCHROCK
WOLFGANG GIL
MICHAEL CLEMOW & RUI PEREIRA
JACKSON MOORE

 Sunday, Apr. 29 - 7:30 PM - $8

SHEA STADIUM BROOKLYN
20 Meadow St.
Brooklyn, NY 11206
(L train to Grand St.)

Time	Artist	Work
8:00pm	RODDY SCHROCK	Violets
8:45pm	WOLFGANG GIL	Quantum
9:30pm	MICHAEL CLEMOW & RUI PEREIRA	Philament
10:15pm	JACKSON MOORE	Study #1 for Kamira's Dream: A Chronicle of the Wind

CODE highlights performing artists whose work involves programming computers. From austere, textural compositions to tightly coupled audio visual experiences, CODE will leave you "tumbling down a rabbit hole" of sound. Documentation of this performance will include multi-channel audio, twitter posts with the hashtag #AbattoirCode, and a Github repository for each artist.

## ABATTOIR PROJECTS - http://abattoirprojects.com

Abattoir Projects is a not-for-profit arts organization whose goal is to provide a platform for hybrid and difficult-to-classify artists to contextualize their own work. Using a model that is itself a hybrid — part archivist, part promoter, part publisher — Abattoir Projects seeks to fund and produce documentation of these artists's work in order to preserve their intentions while their practices a nd ideas are still new.

SHEA STADIUM BROOKLYN - http://liveatsheastadium.com/

We are a recording studio/showspace dedicated to documenting live performances.

ABATTOIR
PROJECTS

For more information, please email: info@abattoirprojects.com
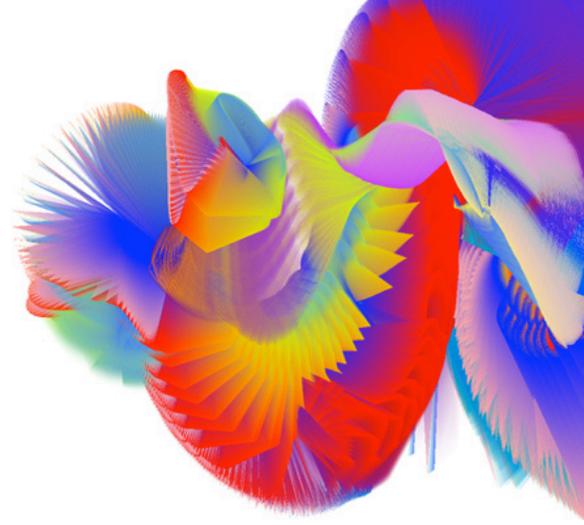
ARTIST BIOS
WOLFGANG GIL - http://wolfganggil.com

Wolfgang Gil is a New York-based Venezuelan sound artist using computer-generated sound and multichannel speaker systems to facilitate the creation of sonic environments. Gil's aesthetic emphasizes the idea of a sonic environment and its physical correlation to sound, architecture, and audience. More specifically, he is interested in the transformation of sound as a direct consequence of architecture, as well as how audience members transform the sound by their physical presence inside the sonic environment. Gil has presented work in venues such as Diapason Gallery (Brooklyn, NY), Issue Project Room (Brooklyn, NY), the XXI Subtropics Biennial (Miami, Fl), and the Organización Nelson Garrido (Caracas, Venezuela).

MICHAEL CLEMOW - http://michaelclemow.com

Michael Clemow is a Brooklyn based sound artist, researcher, educator, and composer of experimental electronic music. Holding a masters degree in Interactive Design from NYU, he creates his own instruments and musical systems and composes and performs within these frameworks. His work has been shown at Issue Project Room, Exit Art, Diapason, The Tank, Zora Space, and Monkeytown among others. He is the director of Abattoir Projects, a not-for-profit arts organization documenting experimental and difficult-to-classify artists in the New York area. He is a member of the band And Um Yeah, with Amy Khoshbin and Oliver Rivera-Drew. Michael builds musical control surfaces and other sound-related hardware and software on a freelance basis for a variety of artists (Lou Reed, Eleonor Sandresky, Sarth Calhoun, Anne Carson, etc.) Michael is also, with Amy Khoshbin, a founding member of Semiotech, an art production company.

RUI PEREIRA - http://www.rux-werx-here.net/

Rui Pereira is a Portugese interactive researcher, artist and hacker living in New York. His works range from interaction design to media errors and media interfaces, exploring cross-modal perception and the creation of live visuals and other electronic and digital absurdities. Rux has performed live visuals since 2000 in Europe and the United States under various id's and started developing his own homemade interfaces: "Loop-R" (2004) and "looop-r" (2007) to use in his performances. His devices, installations, algorithmic paintings and performances have been shown in international conferences and festivals such as ACE'08 (Japan), FILE (Sao Paulo), NIME (New York), vBrooklyn and other digital arts events. His passion (and inability) for music have made him create instruments for people who can't whistle, human powered sequencers made out of bicycles and alternative scoring systems side-by-side with interactive installations, multi-screen projections, parasites made of code and Musical Instruments that will transform you in an instantaneous SuperStar!

RODDY SCHROCK - http://fundamentallysound.org

Roddy Schrock creates "sound objects" rooted in embodiment: of location, history, time and culture, and exploration of sound's origin in the visceral human impulse to communicate. His work in audio software design has been used by award-winning composers. He has lived and worked in Tokyo, the Netherlands, Northern California and is now based in New York. He received an MFA in electronic music from Mills College and completed post-graduate work in sonology at the Royal Conservatory of the Hague.

At Eyebeam Art + Technology Center, he oversees and develops the organization's unique framework of collaboration and engagement among the residents and fellows, a framework that propagates long-term working relationships, artists' professional development, and the creation of highly innovative art and technology projects.

JACKSON MOORE - http://jacksonmoore.net/

Jackson Moore is a composer, sound artist, and multi-instrumentalist. In the nineties his work examined the semiotic systems that musicians use to think and communicate with one another. After touring with Anthony Braxton for several years, Moore moved to New York, and has since undertaken various projects: recording a book of radically anti-symmetrical song forms with jazz musicians, creating a fully functional musical pidgin language, developing a body of formalized music based on natural language syntax, and building an auditory spacecraft, among other things. Since 2005, he has organized the New Languages Festival, now a 501(c)(3) non-profit. Moore has also taught in many different settings and is currently involved in collaborative post-graduate education with the Public School New York.

For more information, please email: info@abattoirprojects.com