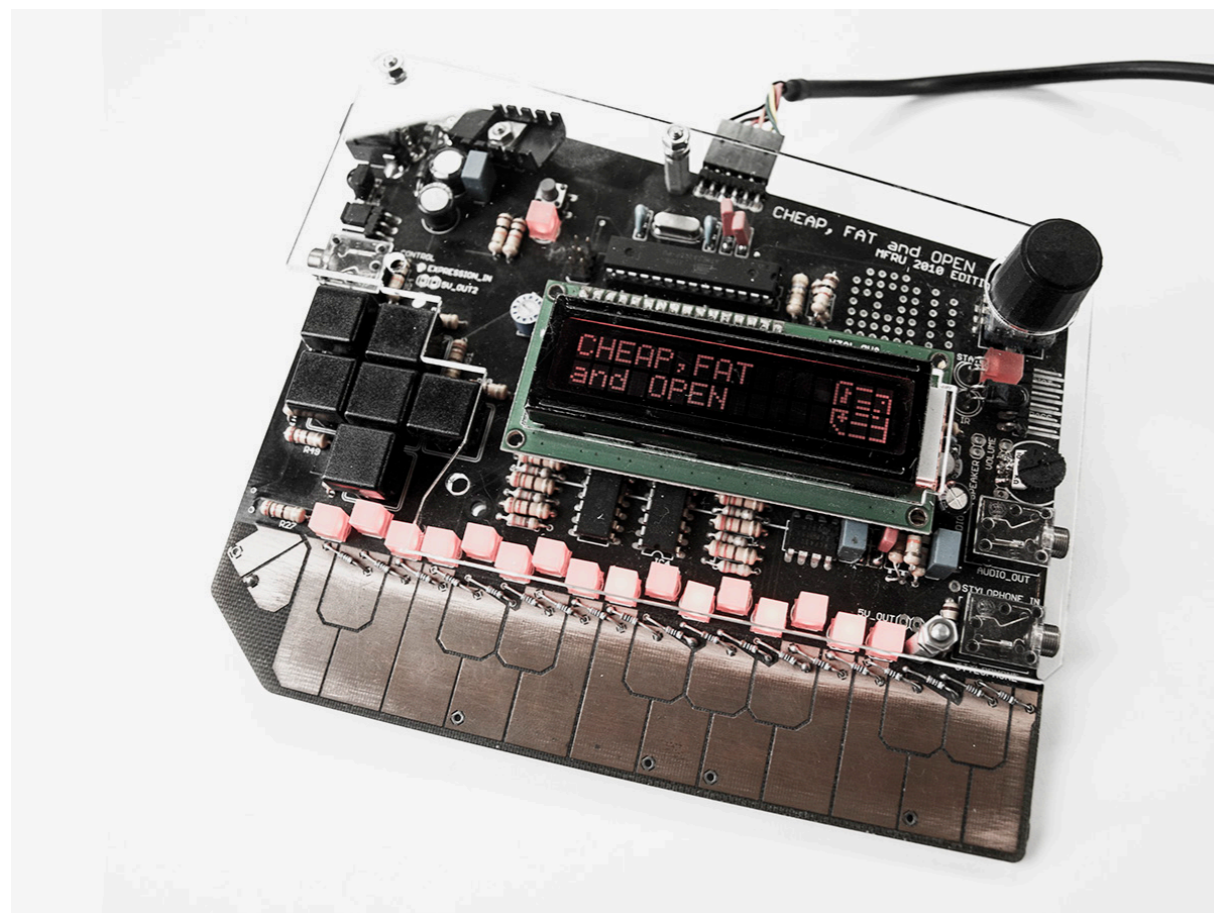# The Commune

Jacob Remin & Dennis P Paul

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Previous Works & Projects

**CHEAP, FAT & OPEN (CFO) (2009)**
Jacob Remin et al

CHEAP, FAT & OPEN (CFO) is an open source synthesizer, mixed with a stylophone, a gameboy, a circuit bent toy, and then some software too: an open source platform for musical exploration, composition and performance.

CHEAP, FAT & OPEN is designed for geeky musicians, the chip tune community, the makers, the circuit benders, the interaction designers and the musical programmers, and anyone else who wishes to experiment with sequenced / networked / low-level musical exploration.

https://vsionhairies.info
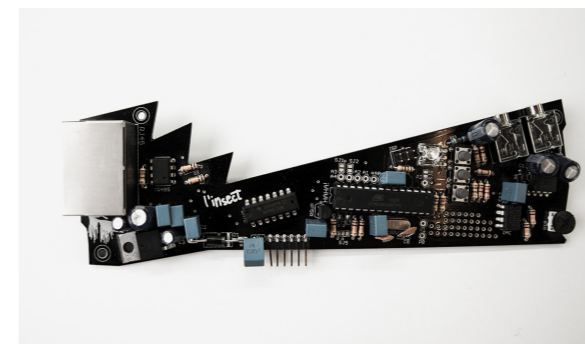
l'net-des-insects (2011)
Jacob Remin et al
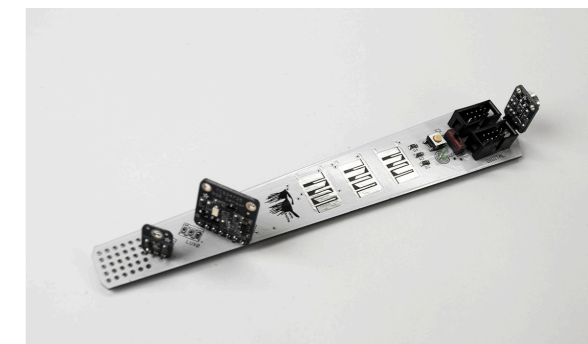
HÅRNET EXTENSION - FLÜTE (2014)
Jacob Remin et al

Cryptic Meditations: The Resonance of Ether the Resonance of Ether (2018)
Jacob Remin & David Gauthier

Performance lecture at Hochschule für Künste Bremen (HfK).

On the 5th of June 1995, a time-matter compound called the Bose-Einstein condensate was produced for the first time in history. With this condensate, quantum matter stood completely still for a split of a second, as if time stopped and rendered matter motionless once and for all. In this *Cryptic Meditation: the Resonance of Ether* we want to mark this mythical moment by inviting you to an outdoor séance where arcane topics such as matter-as-waveforms, actions at a distance, Aristotelian ether, medium-isms, entropy, and quantic divination will be discussed and summoned.

The Automatic Orchestra (2015)
Dennis P Paul et al

The Automatic Orchestra is an audio installation exploring algorithmic composition and networked music. A common set of rules distributed among a network of MIDI devices opens up a melodic space orchestrated by automatic logic and the artist's vision. The perpetual interaction among the devices and the interpretation of encoded musical messages blurs the distinctiveness between structured composition and performative improvisation.
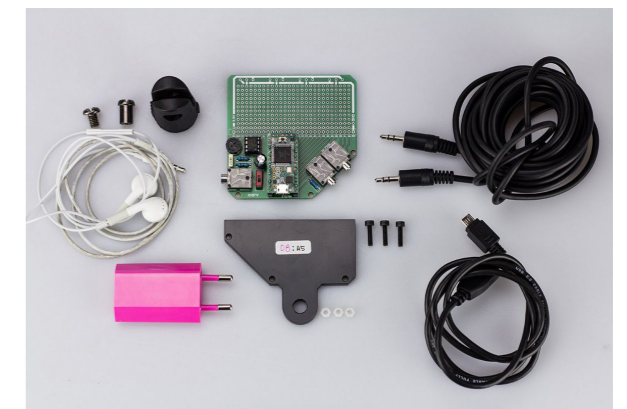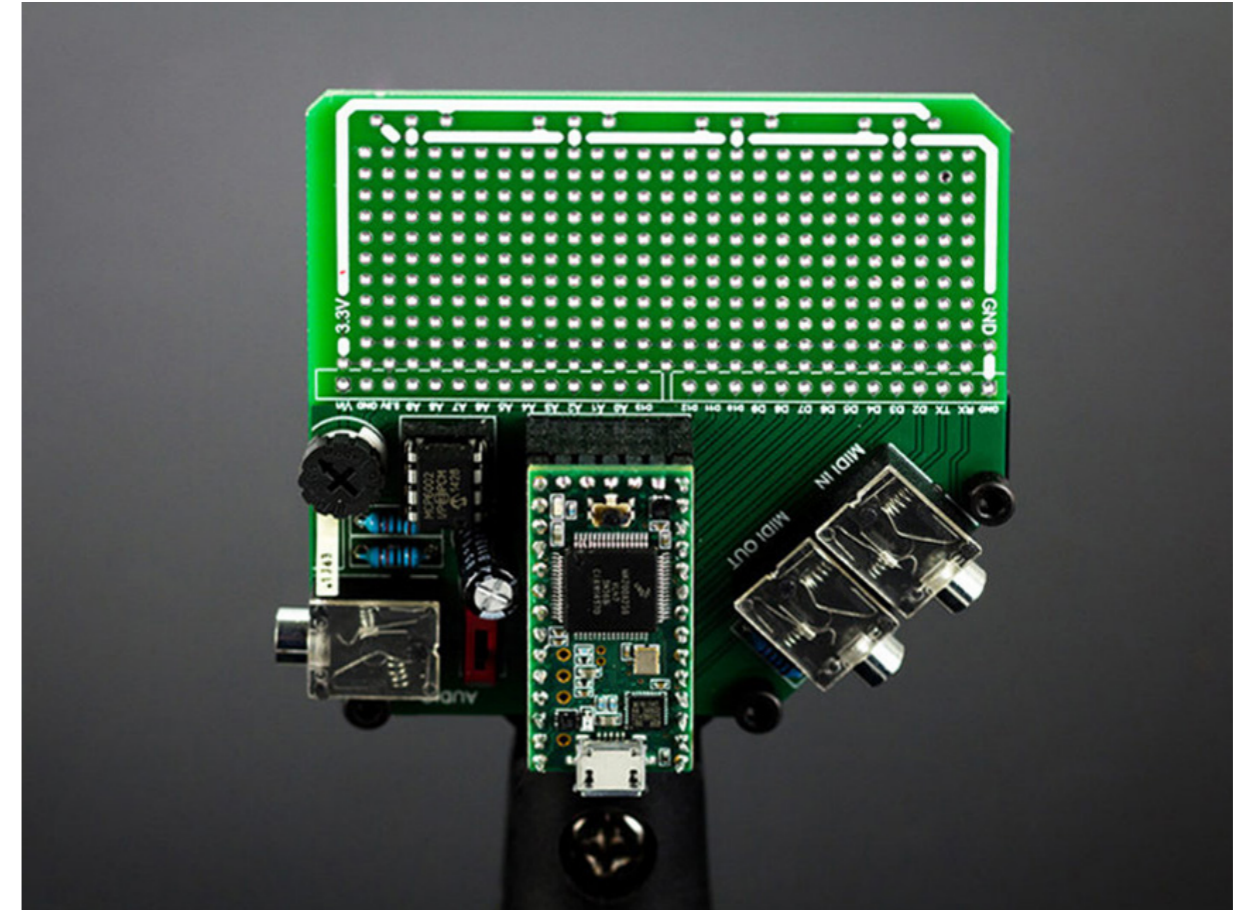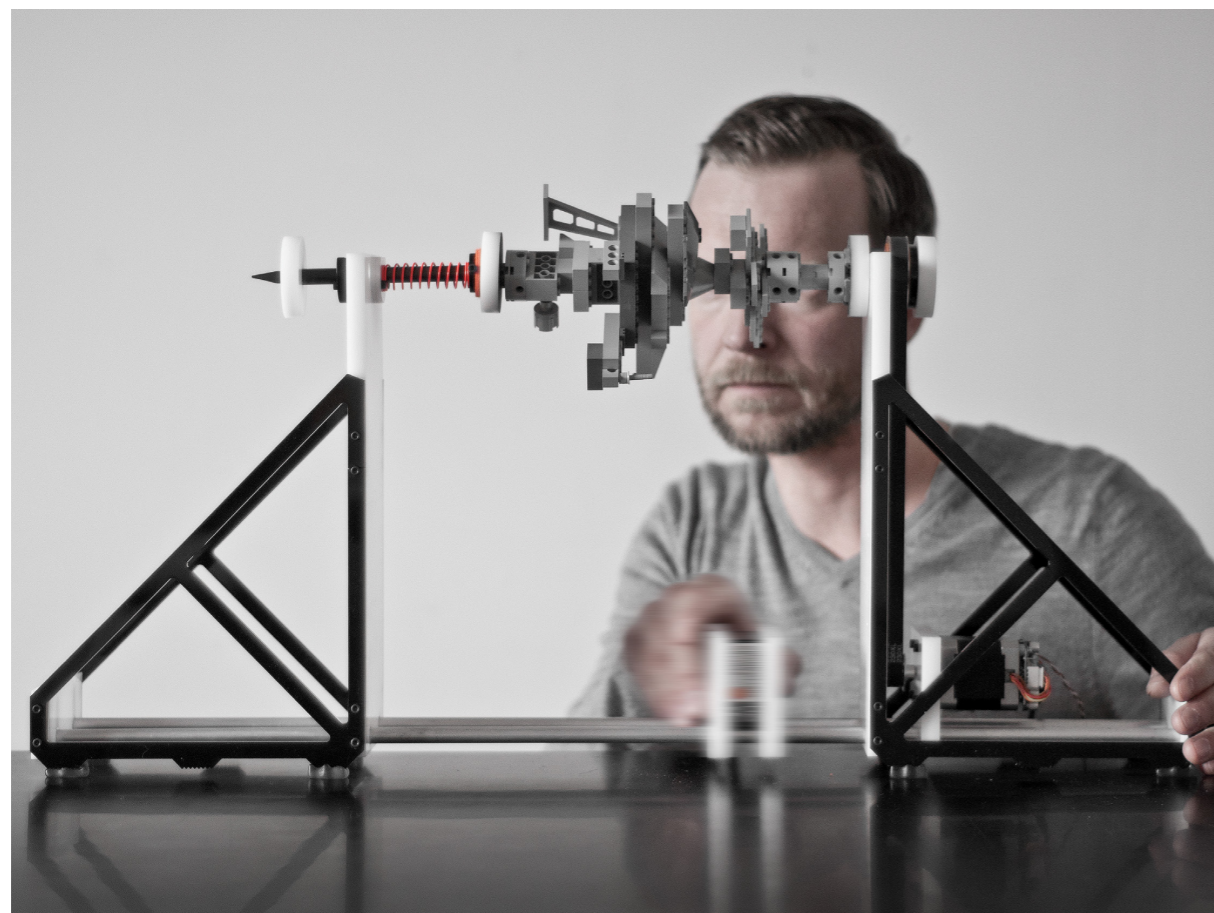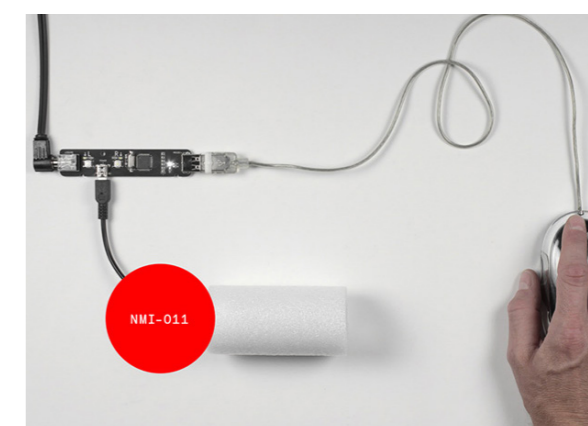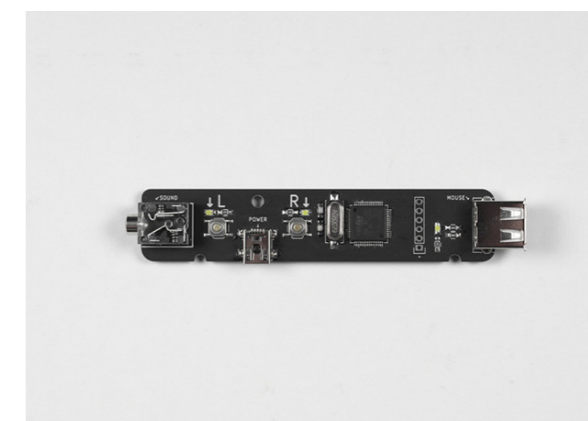
New Musical Instruments (2012–)
Dennis P Paul

New Musical Instruments (NMI) is an ongoing object series exploring forms of interaction through idiosyncratic musical interfaces.

NMI-002 An Instrument For The Sonification Of Everyday Things (2012)

The surfaces of everyday objects are scanned and transformed into audible frequencies. Playing the Instrument is a mixture of practice, anticipation, and serendipity. A variety of everyday objects can be mounted into the instrument.

**NMI-010 A Computer Keyboard Instrument (2017)**

NMI-010 is a musical instrument that is played with a computer keyboard. once a keyboard is connected, pressing a character or number key plays a note. the instrument allows to reinterpret well-known motions and gesture usually connotated with work, efficiency and productivity.

NMI-011 A Computer Mouse Instrument (2018)

NMI-011 is a musical instrument that is played with a computer mouse device. once a mouse device is connected, pressing the mouse button plays a note, while moving the mouse device changes pitch, amplitude and sound characteristics. the instrument allows to reinterpret well-known motions and gesture usually connotated with work, efficiency and productivity.
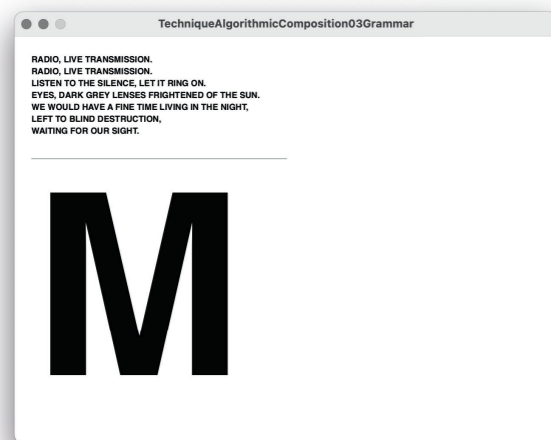
Wellen (2021)
Dennis P Paul
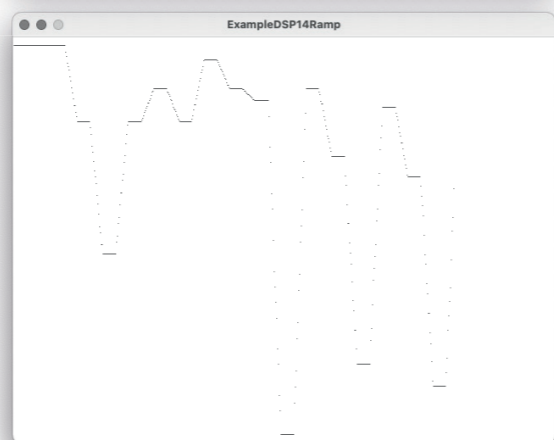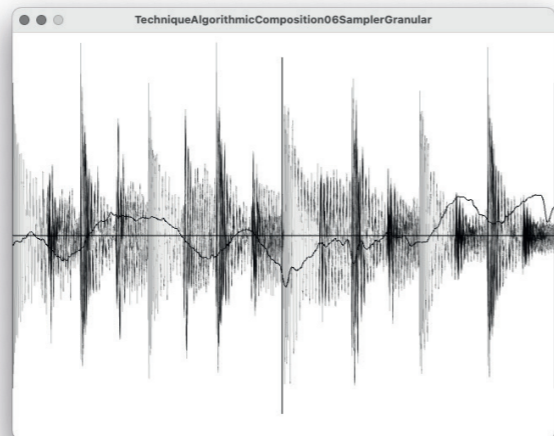
Wellen is a framework for exploring and teaching generative music making and algorithmic compositions. It facilitates simple ways of playing musical notes, facilitates easy access to low-level digital signal processing (DSP) and supplies rhythm and timing as well as some standard muscial mechanics.
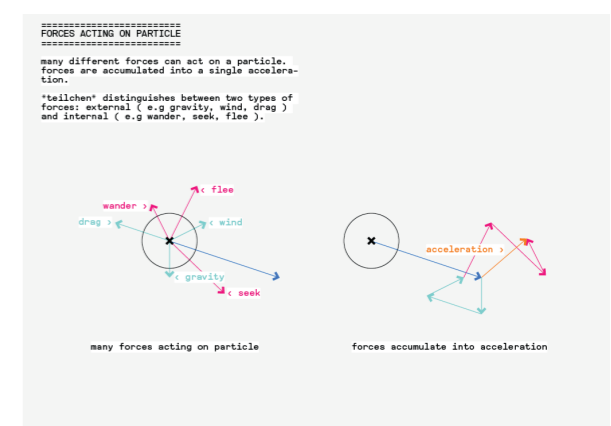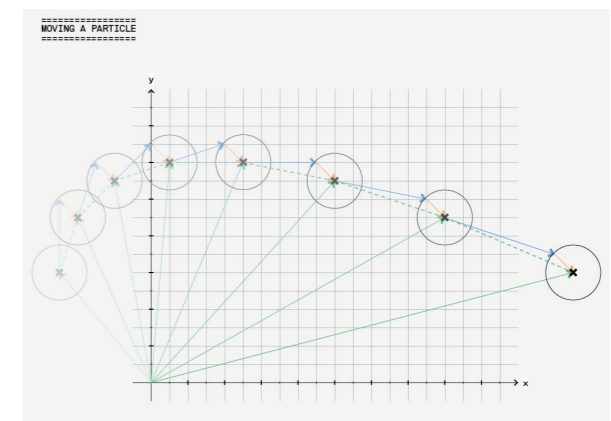
Wellen is also a Processing.org-style library.

The library acts as an adapter to various sound in- + outputs like MIDI, OSC, or digital/analog audio.

https://github.com/dennisppaul/wellen
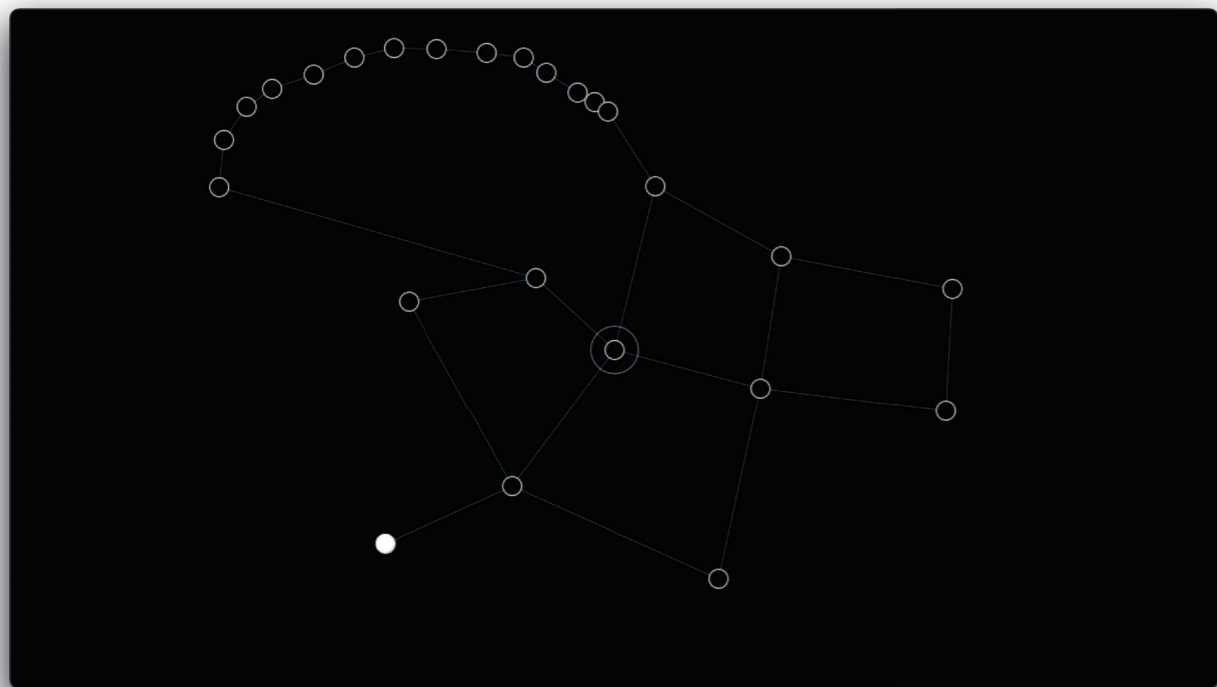

Teilchen (2020)
Dennis P Paul

Teilchen is a simple physics library based on particles, forces, constraints and behaviors.

Teilchen is also a collection of a variety of concepts useful for modeling with virtual physics and behaviors. nothing new, nothing fancy, except maybe for the combination of forces (*external forces*) and behavior (*internal forces*).

*Teilchen* is also a Processing.org-style library.

Teilchen is a german word and a synonym for *Partikel* which translates to the english *particle*.
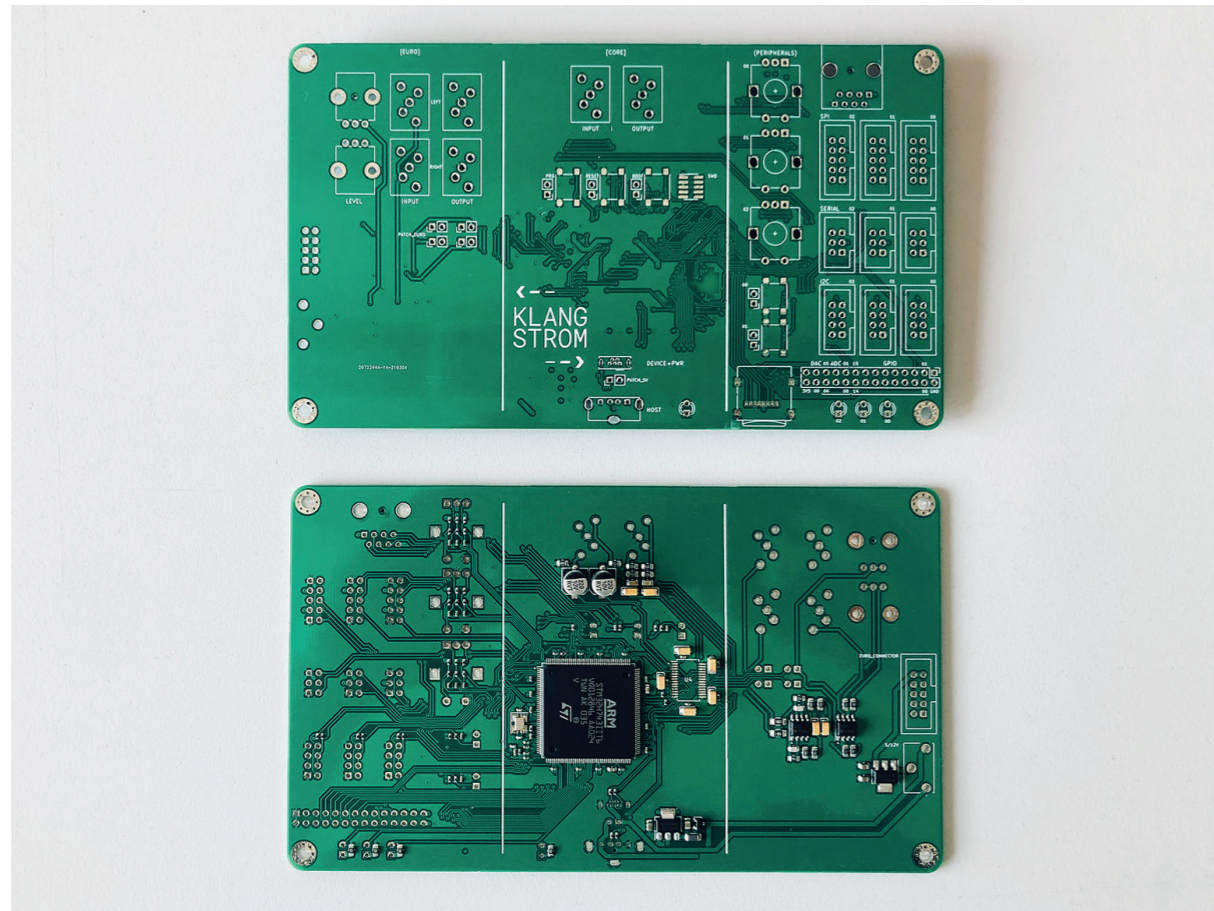
https://github.com/dennisppaul/teilchen

Wellenteilchen (2021–)
Jacob Remin & Dennis P Paul

Wellenteilchen is a series of musical machines that draw upon techniques of simulation to produce sound scapes and musical expressions that make use of anthropomorphization and zoOopomorphization.
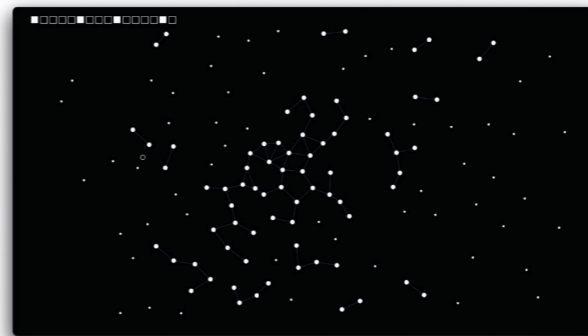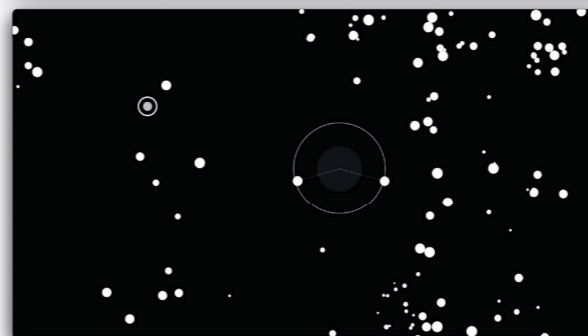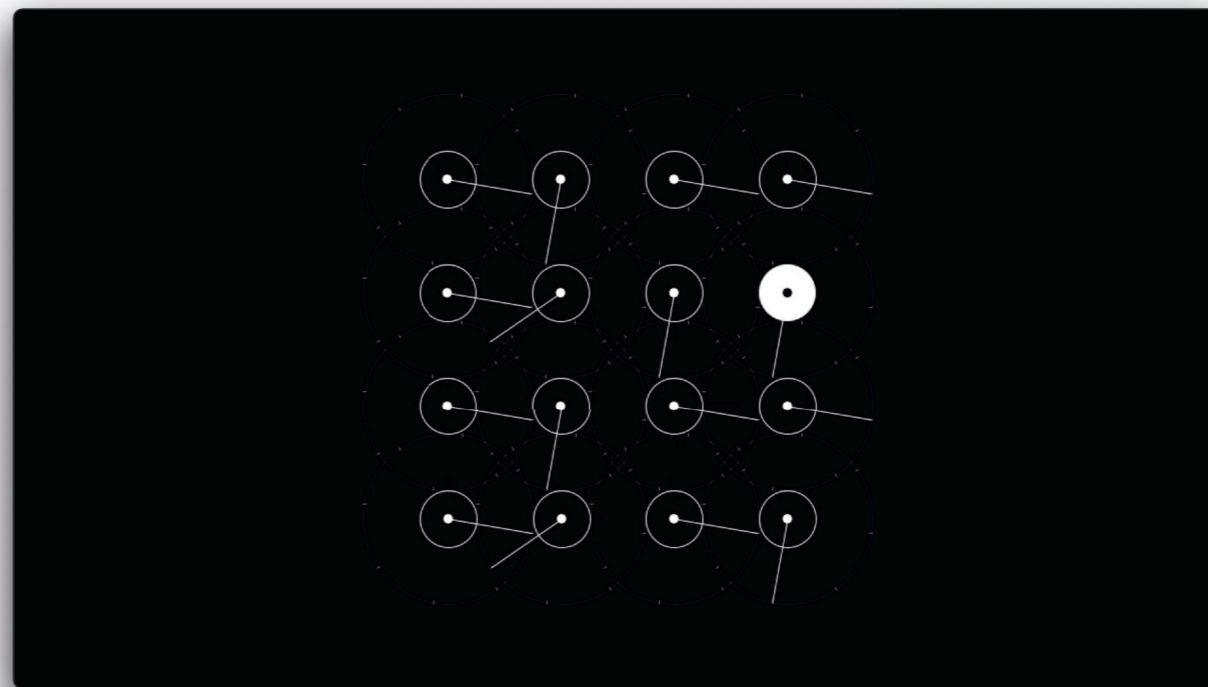
Klangstrom (2021–)
Jacob Remin & Dennis P Paul

Klangstrom is an infrastructure to facilitate generative, networked, embedded sound + music + composition making.

Klangstrom aims to support the creation of audio-based applications that either run on microcontrollers (MCU) or personal computers (PC).

Klangstrom is comprised of two software libraries (klang a node+text-based synthesizer library, strom a node+text-based generative composition library), embedded hardware platforms, a programming environment and a set of tools to allow seamless development of such applications.
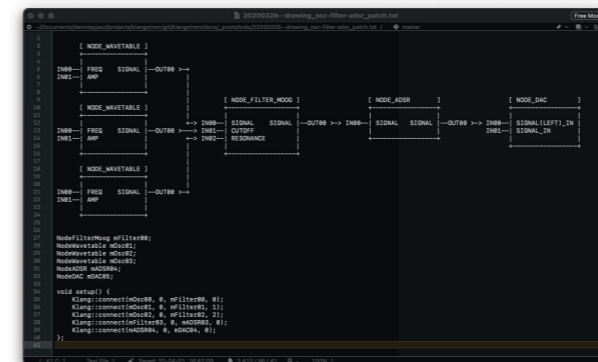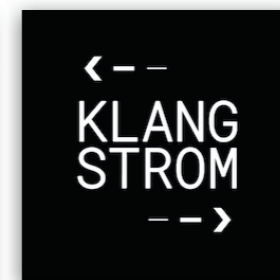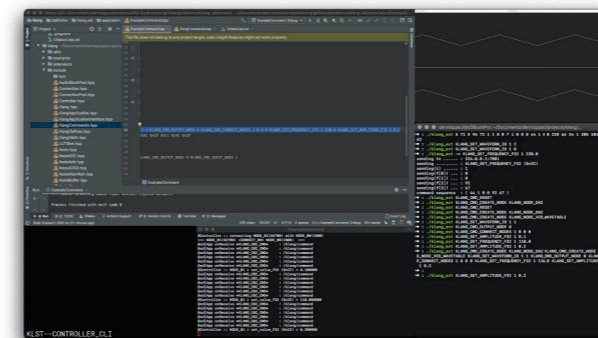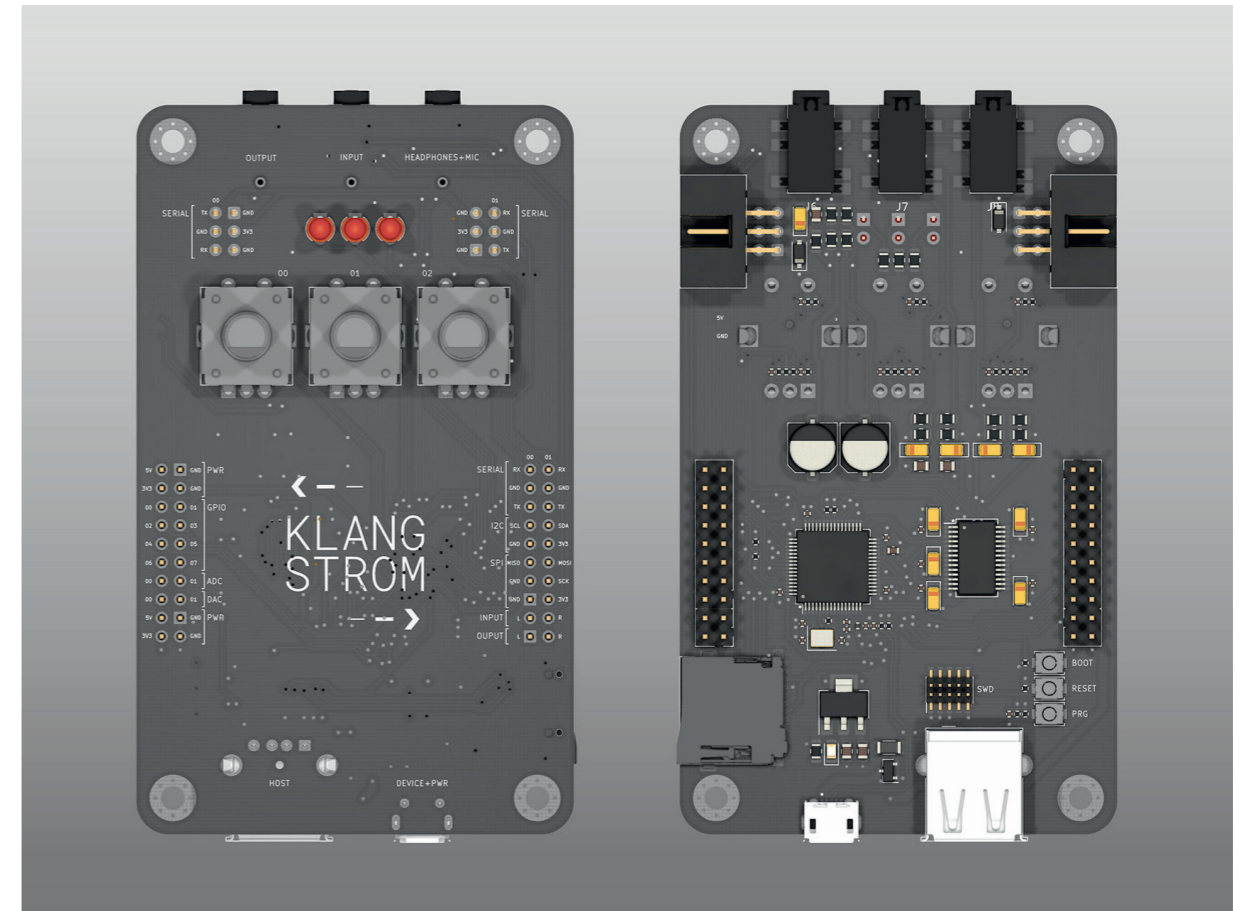
Ocular Headpiece #1 (2021)
Jacob Remin & Dennis P Paul

LED Glasses made entgrely from printed circuit board (PCB). Through mounted LEDs, a microtroller speaks directly to the brain in rhythms and pulses, triggering hypnotic patterns and interesting hallucinations / seizures.
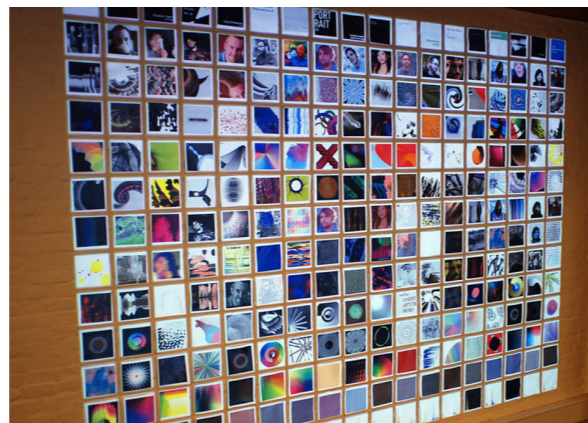
Teaching at Copenhagen Institute of Interaction Design (2012–2019)
Jacob Remin & Dennis P Paul

In this series of formats we illustrate how we taught *Generative Design* and programming to interaction designers, through strategies of *algorithmic composition*.

We frequently used sound and music as focal points to facilitate a *fresh* view on the topics of generative art and design which are usually dominated by visual strategies. At the same time we also emphasized the performative potentials of programming by means of musical and sound performances.

Data Flow Objects (2012)

Software is omnipresent. Software is Language. With software we can describe processes. With software we can describe intentions in a way that machines can process them.

In this course we will be exploring some of the manifold potentials and implications of software. We will look at software as a concept for defining processes and visual systems, as a medium for describing interactivity, and as a tool for telling stories.

We will use Data Flow Objects (DFO) that will supply us with streams of data.
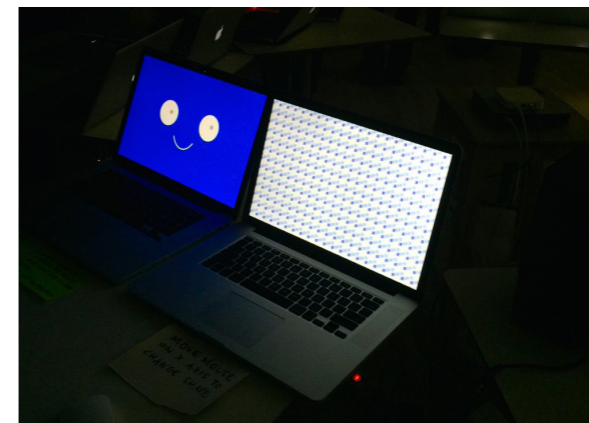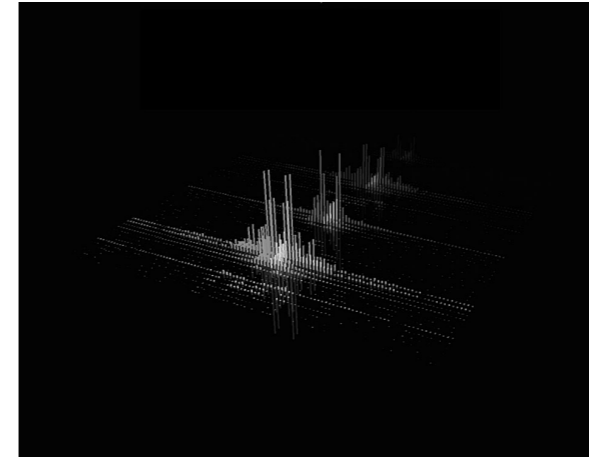
Exquisit Data Corpse (2015)

Exquisit Data Corpse – programming as a social activity.

› *learning how to code means learning how to read code, how to modify code, how to write code, and often forgotten, how to talk about code.*

In this course we will investigate programming not only as a way to formulate algorithms and rule-sets that will function as we desire, but also as a *conversation piece*, as something to talk about, explain, discuss, and share. Extrapolating from the Surrealist's playful approach to drawing, we will individually and collaboratively develop and share programms, datastreams, and ideas about programming in order to create interconnected, programmed entities.

Klangmaschinen & Netzwerkkompositionen (2017)

In this class we will create *Klangmaschinen* and conceive *Netzwerkkompositionen*. The former are small software machines that process inputs into sound or musical output. The latter are networks of such machines crafted with the intention to compose meaningful or interesting entities.

Furthermore will we not just focus on communication between machines but even more so encourage conversations about code, protocols, and algorithms among humans. Code as interface: Doing It With Others (DIWO).