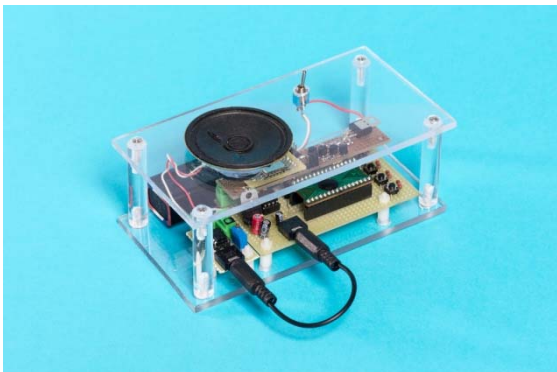


	<p>Quantum Chromodynamics Gadgety Simulation Performance</p> <p>Algorithmic Live Music</p> <p>Author(s): Fabio Bernardi Italia, Accademia di Belle Arti di Carrara, MA in net.art e culture digitali www.fill-o-tactics.tumblr.com Lorenzo Gardinali Italia, Accademia di Belle Arti di Carrara</p> <p>Andrea Simonetto Italia, Università di Bologna, M.Sc. in Computer Science www.ridiculousglitch.com</p>
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Gadgety Sound System (GSS) is a distributed system of musical modules for algorithmic live concerts. Instead of relying on a monolithic set of speakers and a single source of sounds, **GSS** synchronizes multiple autonomous inputs and analogue devices. Each loudspeaker is provided with its peculiar set of sounds: ADSR envelope generators, analogue filters, amplified electro mechanic devices...

Nodes behave on two different levels: on one they engage in a dialogue among themselves, propagating information throughout the system; on the other, they interact with humans, which by various means can alter their musical trajectory. **GSS** is a format for live algorithmical music which pushes the idea of *Algoraves* towards an explorative and participative version of *Networked Music Performances*.



Since the system is still under development, a simulation will be presented at **GA2018**, using a series of oscillators based on the concept of *triolectics* (as opposed to *dialectics*). The idea, the paternity of which is shared by artist Asgern Jorn and psychologist Oscar Ichazo, led us to the creation of automata-like sequencers and effects, to build an emergent multi-scale composition, **Quantum Chromodynamics Gadgety Simulation**, that will be performable in the Gadgety platform when it will be ready.

Quantum Chromodynamics Gadgety Simulation makes use of Pure Data, the FOSS real-time graphical programming environment for audio and video synthesis.

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