

Life and music

Andreja Andric (born 1973) is a composer-programmer from Serbia based in Aarhus since 2014. He uses computer programming as key means of artistic expression, with the aim of discovering pristine, dynamic and complex sound worlds. Pioneer of solo smartphone symphony as a music genre and of smartphone recital as a concert practice, he is also active in the fields of computer music, video and software art. His work has been presented in venues such as Museum of Moscow and Musikhuset Aarhus, and in numerous festivals such as World Music Days 2019 in Tallinn, Estonia, eviMus in Saarbrücken, Germany (2019), Festival Futura in Crest, France (2018) and others. Andreja holds a PhD in Music Informatics from the State University of Milan, Italy.

Andreja's composition work focuses on a few simple constructive principles: 1) counting, 2) circular motion, 3) chance, and 4) causality. Examples are: counting all ways to select three chords out of ten (Glide, https://www.youtube.com/watch?v=PtFNE2D1_Is), going through multiple circles of fifths simultaneously at different pace (Interleaved Sequence, <https://www.youtube.com/watch?v=tsKVqL8i1Ck>), randomly selecting YouTube video fragments across multiple channels (YTConcerto, <https://www.youtube.com/watch?v=bOjJUrOTSI>), starting a large number of interdependent chance processes (Burst, https://www.youtube.com/watch?v=c7WQMXD__9A). These principles are not only foundational principles of classical computer programming languages, but also part of many children's games, customs, rituals and dances, and can be observed in many natural phenomena such as sunrise and sunset or changing seasons. Andreja is interested in an artistic process that is "objective", close to a world-view based on the natural and technical sciences. For him, composer is more of a game designer who creates a functional space and rules of the game within which performers can safely express themselves. Example performances: Noisescape with Voice, music interview with smartphone-generated noise and improvising musician, performed by Andrew Dorman, electric guitar with pedals and Andreja Andric, smartphone: <https://www.youtube.com/watch?v=KTciLuSjpgI> Andreja's smartphone solo recital at Electromuseum, Moscow, October 2018: <https://www.youtube.com/watch?v=IrmJmbdAx34>

Selected works

YTConcerto for laptop ensemble with or without performers, with or without audience interaction is a multichannel real-time computer generated mashup of YouTube videos. The algorithm driving the work explores the YouTube recommendation feature by playing randomly chosen fragments of videos that are retrieved by either submitting a randomly constructed query, or by exploring lists of videos "similar" to one previously chosen. The work takes inspiration from random mashups of recorded music, radio transmissions and ambient sounds made by John Cage in his Imaginary Landscape and Mix series, and aims to be as hilarious, mind-opening and profound as its predecessor. There is a live version of the work where the electronic part is accompanied with live music by any ensemble with instructions on how to create a mash-up of music from repertoire of your instrument. <https://www.youtube.com/watch?v=bOjJUrOTSI>

Pocket Electronic Symphony #1 is a smartphone symphony for a solo performer. The symphony is written as sound generating software which acts both as the score and the musical instrument. Using this software on their mobile phone, the performer changes the parameters of the sound generation process, navigates the successions of massive chords of synthesized sound and builds towering climaxes and suspenseful calm sections. The work tries to create a new kind of symphonic sound for the mobile age and to find new space

for passionate, dramatic and grand musical expression. Performance by Doris Halmagi at World Music Days 2019 in Tallinn, Estonia <https://www.youtube.com/watch?v=dA-rTOI3H54>

Concert for Computer Network is a piece for networked laptop ensemble where a custom made network system combines the individual music lines of different performers into one music flow. The performers develop the music together and use the network system to explore new ways to connect with each other through collective music making. Performance by Małgorzata Żurada and Andreja Andric, laptops at Exhibition Space Spanien 19c in Aarhus, November 2019. <https://www.youtube.com/watch?v=ro8v5UwcFjl>

Press

Andreja Andric's Pocket Electronic Symphony #1 was similarly engaging, the performer wielding a smartphone to generate what sounded like a datastream being shaped into abstract forms, textures and patterns. It was 'symphonic' inasmuch as its elements were often, literally, sounding together, and i honestly couldn't help thinking of Mahler when an extended loud sequence erupted as if from nowhere". <http://5against4.com/2019/05/17/world-music-days-2019-estonia-part-3/>

Worklist

See composer's own website: <http://andrejaandric.altervista.org>

Literature

Andric, Andreja, 2019: Computational Creativity: A Personal Approach, INSAM Journal of Contemporary Music, Art and Technology, No. 2, Vol. 1, July 2019, pp 12-15, available at <https://insam-institute.com/wpcontent/uploads/2019/07/2.-INSAM-Journal-2-Andreja-Andri%C4%87-Computational-Creativity-1215-5.pdf>

Releases and Discography

1. Pocket Electronic Symphony #1, source code / music score for smartphone, dobbeltdagger.net, Aarhus, 2018, ISBN 978-87-970443-0-8C, available at <https://dobbeltdagger.net/publication/pocketelectronicsymphony-1> 2. Streams for guitar and computer on CD Connect, Music for guitar and electronics, Jakob Bangsø, guitar, Dacapo Records, Copenhagen, Denmark, 2018. 3. Spread for computer, on SONOM Sound Art Festival 2014 CD, Monterrey, Mexico, 2014