

RAPHAEL MALFLIET

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Raphael's current work revolves around the attempt to translate characteristics of generative art, made by autonomous systems, to my role as a composer and performer. By focussing on a balance between indeterminate parameters and frameworks of rules and possibilities, inspired by games, he tries to challenge the performers and himself to interact differently with known material in relation to sound and space. In doing this he withholds himself from creating in a certain style but will use any means possible to support, challenge and question the subject of the research. This results in embracing randomness and coincidental outcomes that often render layers of sound with changing microscopic cell structures.

Over the last 2 years the computer started playing a major role in Raphael's work. Growing up in the YouTube era, internet videos and other audio/video material has had a huge influence on him. From the most ridiculous videos on the web like 'Uithalen, de voorouder van jumpen (to catapult)' to amazing interviews like Marlon Brando's on the Dick Cavett show. The computer made it possible to sample these recordings, to manipulate them and create something new while maintaining a connection to the original source.

Having a background in jazz and improvisation, Raphael felt he needed these sounds to be quicker accessible, to be able to trigger them on the spot in a spontaneous and intuitive way. To be able to play with them. During his residency in Poschiavo Raphael intends to work on developing and programming a personal MAX/MSP (computer program for audio) instrument that will allow him to improvise with pre-recorded sound material from hikes around Poschiavo as well as live processing of on the spot recordings.

Text: Raphael Malfliet