

## **SYNESTHESIA (EP)**

(<https://www.senhalte.com/senhaltestructures>)

The Release has been officially presented at the University of Rome “Tor Vergata”, Master in Sonic Arts during a webinar which took place on 16th November 2021.

### **Track List:**

- 1) Aldina Vitelli : **Time\***
- 2) Jeff The Kestrel : **X\*\***
- 3) Utopixel : **Wrong is Right\*\***

### **link to the release:**

<https://bfan.link/synesthesia> [www.senhalte.com](http://www.senhalte.com)

In this EP, three composers interpret different images through their personal vision of music. The images are taken from a book that depicts the history and evolution of graphics and artworks connected to club music (mainly the music scene of London during the nineties).

## **Time**

**by Aldina Vitelli**

Time is a cinematic piece in which the sounds come mainly from recorded samples of natural objects such as trees, wood, water, thunders. These concrete materials, dialogue throughout the composition with guitar chord progressions and with violin melodic patterns . In the last section of the piece, there is a vocal part, without text, which arise from the harmonic texture. The main idea is to tell a story and give life to the image from which the piece draws inspiration:



The choice of sound materials comes from the will to describe an image in which there is a forest with trees and a soap bubble. Looking closely at this shape, it seems to glimpse a woman who is struggling to get out of the tree. The piece is divided into 3 parts: The first part which wants to represent through music the landscape depicted in the image , (from 00:00 to 01:44) there is a second part in which the tree

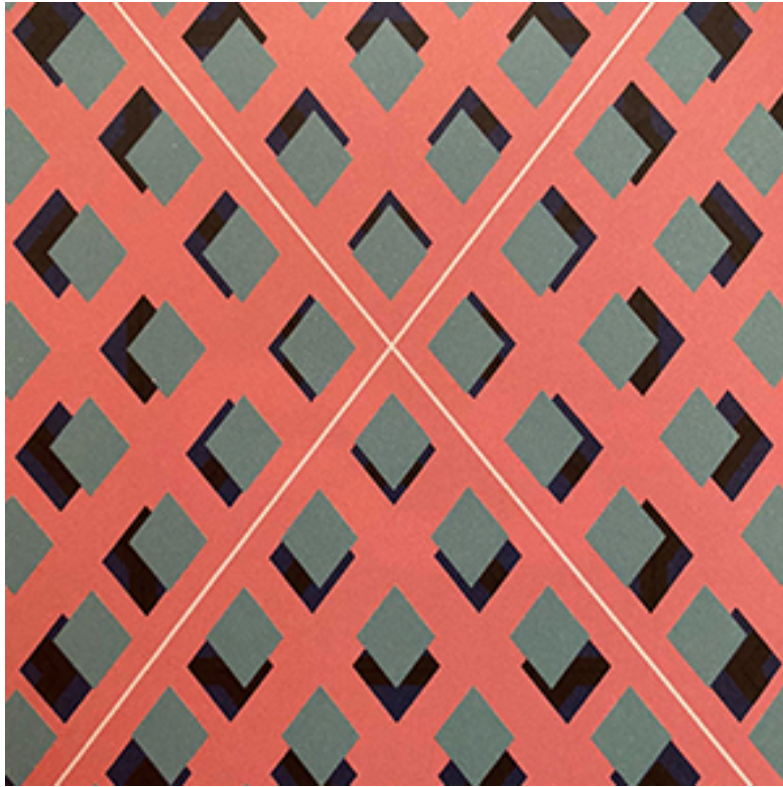
has a central role and we can deduce the desire to "break" (from 1.45 to 2.43) and get rid of its armor. Finally, there is the third part which describes mainly the image of the woman emerging from the bubble (from 02:44 to 03:45). As the title suggests, Time is a succession of events that change over the time. Gradually, we approach a process that metaphorically refers to the deconstruction of the tree. From here, a beat is created consisting of wood sounds that are edited and elaborated. Some of the derived sounds may recall a kick and a snare and it is in this moment that a more regular rhythmic structure is created. Only during this short moment of the piece the concept of club music could be evoked in some ways. The beat is interrupted by a process of accumulation (02:15) in which Aldina tried to describe the process of "breaking" the wood, which gives room to the image of the soap bubble and to the moment in which the woman manages to get out of the tree to be able to free and express herself. Thinking about future developments, Time could be also a multifunctional creative object. It could be developed a version of the piece more oriented to the live electronics performance, using sensors or other devices in order to make the performance also interactive.

**X**

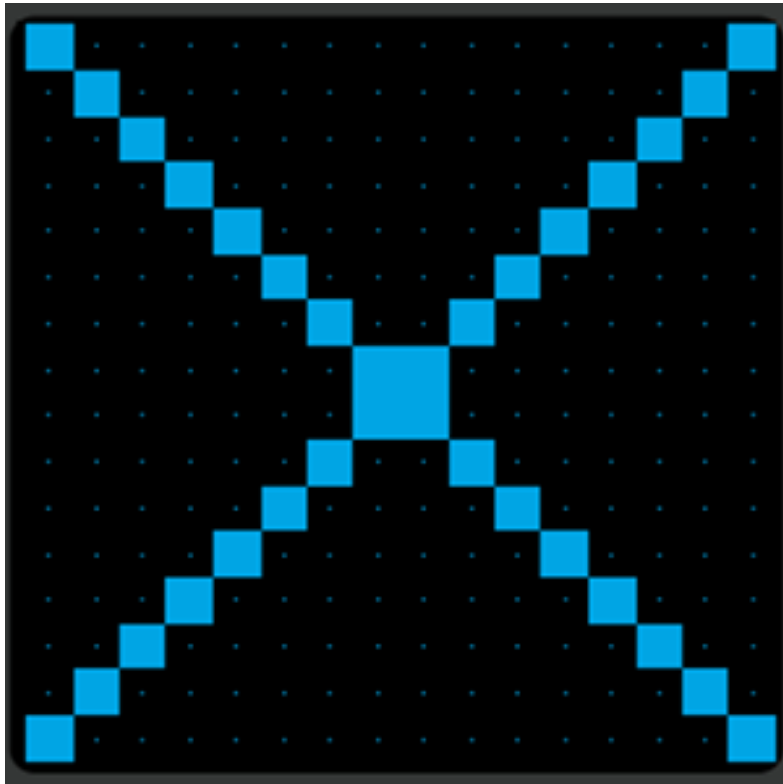
**by Jeff The Kestrel**

X is an electronic music piece in which different influences coming from ambient, noise and club music converge. The title of the piece comes from the graphic artwork from which the music originates. The piece was built by imagining the graphics as an abstract and explorable setting. The main idea was to create circular path between the four areas delimited by the white line. It was arbitrarily chosen to create a correspondence between graphics and sound materials. For instance, The solid color background of the picture is represented by the noise elements that are present as a sound background throughout the piece. The rhombuses, which uniformly divide the space in the image, are represented by this beat that constantly marks the time. Finally, the white lines are represented by some melodic extracts that divide the texture into four parts. The beat and noise tracks were obtained through generative processes using Reaktor's Life Sequencer. This sequencer is based on the "cellular automaton model" of John Conway's "Game of life" . Sequences are elaborated from a given graphic pattern. The pattern evolution is determined by its initial state. The entire generative material was created from the representation of a "X". If we think to the "Club", as the underground environment par excellence, the dark and dreamy place where it is possible to estrange yourself from reality through the listening experience and if we focus on the idea of the piece as an exploration of an abstract graphic space, we can surely identify a strong parallelism between these concepts .

however, the rhythmic section here has a secondary role since it is a temporary element that counterpoints with the noisy background .



*picture from which the composition is inspired by*



*Reaktor's Life Sequencer*

***Wrong is Right***  
*by Utopixel*

The intro of the piece belongs to logics connected to the Intelligent Dance Music: synthesized sounds, breakbeat oriented rhythms and undefined accents. The song is inspired by the following image in which intertwined and multicolor arrows arise from a background that reminds of binary graphics.



*picture from which the composition is inspired by*

The overlapping and intersecting lines in the picture are linked to the intro sounds of the composition. From this chaotic introduction the music patterns follows a common direction characterized and supported by a more linear and repeating beat. In the second part of the piece it is mainly evoked an underground dance scenario, resulting from a merging of Break Beat and Acid Techno atmospheres. The directions of the arrows are multiplying, like dancing people in the night: everyone having their different ideas and paths, like in an ideal world in which all the different point of views can be respected without an evident border between what is supposed to be wright and what is considered wrong.

***"Subvert the reassuring patterns, make room for the unthinkable in your own flesh, legitimize the impossible and the absurd in your daily life"***

*\* mixed and mastered by **Aldina Vitelli** (mastering supervised by **Francesco La Camera**)*

*\*\* mixed and mastered by **John Clouds**  
concept, teaser and graphics by **Paolo Gatti***

**© Senhalte Productions 2021**  
**(division Senhalte Structures)**  
**[www.senhalte.com](http://www.senhalte.com)**