

## Spatial Scapes

**Introduction:** Spatial Scapes is a groundbreaking multichannel audio concert that brings together cutting-edge technology, artistic expression, and community engagement. This event showcases innovative approaches to spatial sound, blending AI-driven composition, field recordings, and immersive sonic landscapes. By harnessing the power of multichannel audio, we invite audiences on a transformative journey through sound, challenging their perception of space, technology, and nature.

**Concept & Vision:** This event highlights the creative potential of advanced audio technology while exploring diverse artistic narratives. Each performance presents a unique perspective on spatial sound, whether through AI-generated compositions, processed field recordings, or experimental soundscapes. Our goal is to inspire, educate, and engage, making high-quality sound art accessible to a broad audience.

By utilizing **the MAYER multichannel audio system** at the **Rhythmic Music Conservatory (RMC)**, we will create a deeply immersive auditory environment. The audience will be surrounded by sound, experiencing music in an entirely new way—where compositions evolve dynamically in space, enveloping listeners in an intricate web of sonic textures.

**Venue & Technical Setup:** **Rhythmic Music Conservatory (RMC)** is the ideal venue for this event, providing access to their state-of-the-art **MAYER multichannel audio setup**. This technology allows us to create a truly spatialized sound environment, where compositions shift and transform around the audience, redefining live music experiences.

**Artists & Performances:** Spatial Scapes features four exceptional artists, each pushing the boundaries of multichannel audio composition:

- **Queimada (Marco Colocci, Italy):** Queimada merges electroacoustic elements with field recordings to create fragmented yet cohesive sonic landscapes. His Spatial Scapes set will blend organic environmental sounds with AI-driven sonic transformation, reinterpreting sound through machine learning.
- **Ugnė Makselytė (Lithuania):** A Lithuanian sound artist, composer, and performer, Makselytė's work explores ritual, ecology, and the subconscious through field recordings, vocal polyphony, and synthesis.
- **Anne-Kristine Selvejer (Denmark):** A Danish sound artist working with field recordings and sound synthesis, creating immersive, spatial compositions that evolve dynamically in live performances.
- **Anton Friisgaard (Denmark):** A versatile musician and soundmaker known for his work with electronic music, tape loops, and Balinese Gamelan collaborations, blending traditional and experimental sonic elements.

**Promotion & Audience Engagement:** Spatial Scapes will be promoted through a social media campaign across platforms such as Instagram, Facebook, and TikTok, ensuring broad visibility. We will collaborate with universities, sound art collectives, and music technology communities to reach students, artists, and researchers interested in spatial audio. Additionally, we will engage in local outreach by distributing posters and flyers in key cultural institutions and public spaces. The event will also be documented through audiovisual recordings, allowing the experience to extend beyond the physical venue and reach a wider audience online.