



Pořádá Ensemble Damian z.s. ve spolupráci s KHV PdF Univerzity Palackého v Olomouci za finanční podpory Statutárního města Olomouc a Olomouckého kraje

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[khv.upol.cz](http://khv.upol.cz) // [www.ensembledamian.com](http://www.ensembledamian.com)

## **Das Kopfhörerkonzert** *The Headphone Concert*

**Konzert für elektroakustisches Duo und Kopfhörer**

Through the fixed wiring of the headphones, the listeners experience an installation bound to the place, a headphone sculpture, a headphone hall. This connects the musicians and the audience and the shared experience is in the foreground!

**Seppo Gruendler: Extended-Guitar, Elektronik, Gadgets**

**Josef Klammer: EDV-Schlagzeug, Spielzeug und Sensoren**

*Klammer / Gründler gave the first Austrian concert for headphones and electronic instruments in 1988.*

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6. listopadu 2019 v 19.00 hod., Umělecké centrum Univerzity Palackého v Olomouci / Art Center of Palacky University, Kaple Božího Těla, Univerzitní 3, Olomouc

As one of the first improvisers who also played purely electronically, they took the opportunity to renounce acoustically, air-moving sound generators and played by means of electronic equipment (midi-guitar, drum pads, computer) directly into the specially built headphone system. As only the plucking of the guitar strings, the playing of the rubber plates of an electronic drum or other working noises on computers can be heard, the headphone concert is particularly suitable for places and premises where very little acoustic emissions do occur.

The concert takes place in between the ears, in the head of the audience only, in front, behind, below and above. Also the visual impression of two musicians playing, but not really being heard outside, combined with the audience being attached via headphones cables to the performers in an umbilical way is quite striking. Due to the fact of cabled connections, the audience has to choose to participate, but thus isolated from the rest, or to leave the common acoustic room/headphones and being outside the event.

The headphones allow a direct control over the acoustic impression and results in realtime. Thus the musical ground of the performance is structural improvisation and free availability and shape-ability of all acoustic performance during the performance. Convulsions are used to measure the acoustical properties of a wide variety of rooms and are available live together with a library in virtual and real locations. In these rooms, the sounds are moved and positioned in real time using the latest acoustic 3-D technology (Ambisonic etc.) providing a 360° virtual acoustic experience for the audience.

