

The SORBEN 3000 multi-media traditional costumes



Benoît Maubrey is the director of DIE AUDIO GRUPPE a Berlin-based art group that build and perform with electronic clothes. Basically these are electro-acoustic clothes and dresses (equipped with amplifiers and loudspeakers) that make sounds by interacting thematically and acoustically with their environment. For example the AUDIO BALLERINAS use -- among other electronic instruments-- light sensors that enable them to produce sounds through the interaction of their movements and the surrounding light. Via movement sensors they can also trigger electronic sounds that are subsequently choreographed --or „orchestrated“-- into musical compositions as an „audio ballet“.

In January 2010 he was commissioned by the OBART festival in Kirschau/Saxen (Germany) to create new electroacoustic clothes based on folklore costumes and music from the local Sorbian* minority. These costumes will include loudspeakers systems and LED sound-to-light light technology that allows them to „light up“ as they play and manipulate their original Sorbische instruments and songs.

*During the 6th century A.D., the Sorbians arrived in the Western part of what is now Germany. In the North, the area of their settlement reached Berlin. In 631 A.D., for the first time,

The SORBEN 3000 project was financed by the German Federal Performance Art Foundation and the Sorbische Culture Association.







For videos, pdf catalogs, photos and texts of performances and installations:

<http://www.benoitmaubrey.com>

also

Traditional Costumes :SORBEN 3000

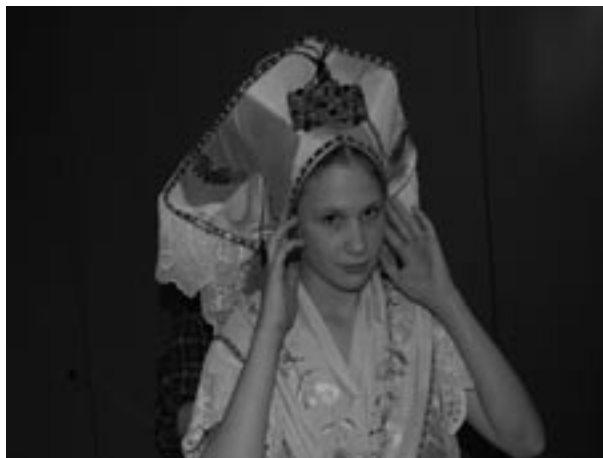
<http://www.tu-cottbus.de/einrichtungen/de/ikmz/servicebereiche/multimediazentrum/multimedia/ressourcen-und-arbeitsplaetze/videothek/studierende/benoit-maubrey-die-sorben-3000.html>

<http://www.openpr.de/news/383564/Tradition-trifft-Moderne.html>

<http://www.youtube.com/watch?v=mnXt9kIYftM>

<http://www.youtube.com/watch?v=XxLxFL4dSJ4>

Sorben 3000 : <http://vimeo.com/14963313>





Past work

Benoît Maubrey is the founder and director of DIE AUDIO GRUPPE a Berlin-based art group that build and perform with electroacoustic clothes. Basically these are electronic clothes and dresses (equipped with amplifiers and loudspeakers) that make sounds by interacting with their environment. The first prototypes in 1982 and 83 were created from second-hand clothes fitted with loudspeakers, batteries, and a small amplifier that played pre-recorded cassettes via portable cassette decks (also known as "Walkmans"). In 1985 during an outdoor arts competition for the BundesgartenSchau in Berlin I developed the idea of "audio uniforms": custom-build suits and costumes that combine various thematic articles of clothing with site-specific electroacoustic equipment. The costumes are worn by performers who interact with the environment as mobile and multiacoustic sculptures.

In 1989 I started building the first "audio tutus" for the Ballerinas. At this point the Walkmans were replaced with samplers chips (from the surplus electronic supply catalogs) which enabled the dancers to spontaneously record, play back and manipulate sounds from their environment (the DIGITAL MEMORY piece). Eventually I also equipped the costumes with an assortment of electronic instruments that allowed me to orchestrate/choreograph them into various interactive musical compositions or "audio ballets" -- for example light sensors that enable them to produce sounds through the interaction of their movements and the surrounding light (PEEPER choreography). Via movement sensors they can also trigger electronic sounds that are subsequently choreographed --or "orchestrated"-- into musical compositions as "audio ballets" (YAMAHA choreography). A variety of other electronic instruments (mini-computers, samplers, contact microphones, cassette and CD players, and radio receivers) allow them to work with the sounds, surfaces, and topographies of the space around them in a variety of solo or group choreographies.

Primarily Die Audio Gruppe's work is site-specific: the main emphasis of the work is to adapt electronics into entirely new "Audio Uniforms" or "sonic costumes" that reflect local customs, themes, or traditions (AUDIO GEISHA/Japan, AUDIO CYCLISTS/France, AUDIO STEELWORKERS/ Linz, AUDIO VACUUM CLEANERS/Berlin, AUDIO JEANS/ USA).



CV : Benoît Maubrey/ the AUDIO GRUPPE
Performances and Festivals (a selection):

(2010) Zero1 Festival/San Jose (2009) Berlinische Galerie, Berlin, NAISA, Toronto, (2008) MOSTRA DES ARTES SESC/ Sao Paolo, MUSICA EX MACHINA/ Bilbao, (2007) IM AUGES DES KLANGS/Joseph Beuys Archive Moyland, INGENUITY/ Cleveland, Digital Arts Week/ Zurich, (2006) Sidelines Festival/ NYC, SIGGRAPH /Boston, Robodock Festival/Amsterdam, Taiwan Digital Arts Festival, (2004) Sonoric Atmospheres/Ostseebiennale der Klangkunst, AUDIO IGLOO Singuhr-Hörgalerie/Berlin, Lowlands Festival/Holland, LEM Festival/Gracia Territoria Sonor/Barcelona(2002), AUDIO BALLERINAS, Location One/NYC, Hamburger Bahnhof, Museum fuer Gegenwartskunst/ Berlin, (2001) KunstMuseum/Wolfsburg, New Haven Festival for Arts and Ideas, Seoul Performing Arts Festival, Medi@terra/Athens, Musee des Arts et Industrie/Saint-Etienne, FETA Festival/Gdansk, (2000) Monaco Dance Dan- ses Forum, Tollwood Festival/Munich, Postdamer Musikfestspiele, (1999) IDAT(International Dance and Technolo- gy Conference)Phoenix/Arizona, Danztag Kulturhus Aarhus/Denmark, Les Nuits Savoureuses de Belfort, (1998) MALTA Festival/Poznan, Stockton Riverside Festival/UK, International Symposium for Electronic Arts/Chicago, (1996)Sound Art Festival/Krakow, (1997) ICC-NTT Tokyo, ISEA/Chicago. SONAMBIENTE Sound Art Festival/Ber- lin, 38eme Rugissants/Grenoble, (1995)Sound Art Festival/Hannover, (1994) International Symposium for Electronic Art/Helsinki, (1993) MEDIALE/Hamburg, BECK Forum/Munich, ULTIMA Festival/Oslo, (1992)Cleveland Perfor- mance Festival/Ohio, TISEA/Sydney, (1991) European Land Art Biennale Cottbus/Germany, (1990) Festival les Arts au Soleil, AERONEF/ Lille, Sound Symposium St. John's/ Newfoundland, 1989 Festival PERSPECTIVES/Saarbrücken, (1988) Festival des Arts Electroniques de Rennes/France, „Parcours Sonores“ Musée de La Villette/Paris, Festival of European Street Theatre, Aurillac/ France, (1996)STEIRISCHE HERBST Graz,/Austria, (1986) ARS ELECTRONI- CA Linz/ Austria, The Mattress Factory,Pittsburg/Pa, Berlin Atonal Festival, (1985) Bundesgartenschau 85/Berlin.

Commissioned works (corporate events): BMW, VW, Volklingen Huetten, Hahn Meitner Institut/Berlin, Nokia, Sony Entertainment, NTT/Tokyo, Louis Vuitton / Seoul.

Workshops / Guest artist lectures:

Oberlin College, Concordia University, Johns Hopkins University, Virginia Commonwealth University, Dresden Aca- demy of Arts , Academy of Arts Enschede, Simon Fraser University, George Washington University. MIT Media Lab, IDEA Center Colorado College.

Awards: Prix Ars Electronica 1991 Anerkennung , European Award for Street Theatre/Holzminden 1995, Franklin Furnace Fund for Performance NYC 2006, Palmarès du 35e Concours Internationaux de Musique et d'Art Sonore Electroacoustiques de Bourges 2004 (the LINE) and 2009 (CyberBirds), Grand Prix International Video Danse 2002 (Mention Speciale). Marler Video Installations Preis 2008, Skulpturenmuseum Glaskasten Marl.

Grants: 1999 Hull Time Based Arts, UK.

2006 Composer-in-Residence, Schloss Wiepersdorf, Brandenburg, Germany.

Bibliography:

LEONARDO, Vol.28, No.2, pp.93-97, 1995, Audio Jackets and Other Electroacoustic Clothes.

BENOIT MAUBREY/ DIE AUDIO GRUPPE, catalog 1985.

Die Audio Gruppe 1982-1998, catalog 1989.

-- PERFORMANCES WITH ELECTROACOUSTIC CLOTHES, DVD 2007.

-- KLANG und BEWEGUNG, Berichte aus der Musikwissenschaft, Shaker Verlag ISBN 3-8322-2270-7-

-- Techno Textiles: Revolutionary Fabrics for Fashion and Design (9780500280966): Sarah E. Braddock, Marie O'Mahony,