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Instruments and Concert Spaces in a Digitalized World

Digital instruments and spaces are essential for music production today. They may simulate aspects of analogue sound, modify them, or even go beyond simulation and create genuinely digital soundscapes. But how can they interact in a meaningful way with mechanical instruments in live concert spaces?

The potentials of "augmented" musical realities have been a focus of my compositions for instruments and electronics since the late 1990s. In a brief overview, I will discuss some of these experiences, including recent projects with physical modelling synthesis and 3D spatial sound.