

The **GASSMANN ELECTRONIC MUSIC SERIES** Presents

Ableton Live the miniseries



Wednesdays, April 1, 8, & 15
6:00 pm, REALab, free
Music and Media 216

The Gassmann Electronic Music Studio will host a miniseries of workshops focusing on the capabilities of Ableton Live software for computer music composition and performance.

The events will take place on three successive Wednesdays, **April 1, 8, and 15**, at 6:00 pm (till about 7:30) in the Realtime Experimental Audio Laboratory (REALab), Room 216 of the Music and Media Building at UCI.

April 1: Ableton representatives Ryan Kull and Dave Hillel will provide an overview of the innovative Live software and its dedicated Push hardware controller.

April 8: UCI music professor Michael Dessen will demonstrate his use of Live for realtime audio effects processing in performances of his own music.

April 15: UCI music professor Christopher Dobrian will demonstrate how to program new audio and MIDI components and automated control within the Live application using Max for Live.

These events are free and open to all. Seating is limited to approximately 24 participants. For more information, call 949-824-7288.

About the Gassmann Electronic Music Series:

The Gassmann Electronic Music Studio presents a season of concerts, lectures, panels, and workshops focusing on Music and Computers. The events are held at the Music Department in the Claire Trevor School of the Arts at the University of California, Irvine. The Gassmann Electronic Music Series is funded by the Gassmann Electronic Music Studio and the UCI Department of Music. The producer and director of the Gassmann Electronic Music Series is Christopher Dobrian.

About Ableton:

Ableton makes Live - a unique music creation and performance software - and Push, a hardware instrument for playing and composing with Live. Ableton was founded in 1999 and released the first version of Live in 2001. Since then, the company has received outstanding press, numerous awards and attracted a worldwide community of dedicated musicians, composers and DJs. The company headquarters are in Berlin, with an additional office in Los Angeles. Ableton is run by its original founders and currently has about 180 employees.

About Ryan Kull:

Ryan Kull has created original music and film scores with a diverse list of artists, including George Clinton, Jerome Dillon (Nine Inch Nails), Photek, Bad Company UK, Gridlok and members of LA Riots and Villains, among others. His single with Gridlok ("Snap the Whip" on CIA recordings) topped the Beatport and Juno drum & bass charts, and was chosen by d&b legend Goldie as one of his top 10 tracks for the year. Ryan is an Ableton Certified Trainer and has instructed at SAE Los Angeles and Beatlab Academy.

About Dave Hillel:

Dave Hillel started as a support team member in Ableton's Berlin office. In 2010, he transferred from Ableton's headquarters in Berlin to work with the US team in NYC and L.A. Since then, he has had roles as Ableton's West Coast Territory Manager and most recently, as Ableton's National Brand Manager. In his current role, Dave oversees Ableton's team of US Brand Managers who work to support a growing community of musicians, artists, educators and retailers throughout the US. Prior to working at Ableton he was a Panel Operator for Capital Radio in London and Assistant Producer for Nova Entertainment. Dave holds a BA and Post Graduate in Education from the University of Melbourne.

About Michael Dessen:

Michael Dessen is a composer-improviser who performs on the slide trombone and computer. Active in a variety of ensembles as leader or collaborator, he creates music for improvisers and engages new technologies of telepresence and digital networking. His music has been praised by critics in numerous jazz and contemporary music publications, and recorded on labels such as Clean Feed, Cuneiform, and Circumvention.

About Christopher Dobrian:

Christopher Dobrian is the director of the Gassmann Electronic Music Studio and the Realtime Experimental Audio Laboratory (REALab), and is producer/director of the Gassmann Electronic Music Series. He is on the advisory board of the Electronic Music Foundation, and is the author of the original technical documentation and tutorials for the Max, MSP, and Jitter programming environments by Cycling '74. His work in computer music focuses on the development of "artificially intelligent" interactive systems for composition, improvisation, and cognition.