

Title: Cyanotype

Duration: 10'

Media: SuperCollider (sound) and Godot game engine (graphics) with MIDI controller.

Description:

## 1 Artist and Work

Artist: Conception: Alexandra Charalambidi. Performers: Alexandra Charalambidi, Nikos Charalambidis, Iannis Zannos.

Title: Cyanotype Media: SuperCollider (sound) and Godot (graphics) with MIDI controller.  
Duration: 8'

## 2 Description

Cyanotype or blueprint, is a photographic printing process and was used by engineers in the 20th century to produce copies of drawings. It is a fundamental step of every construction. In this case it is an audiovisual project using SuperCollider with a MIDI controller in building a soundscape, accompanied by visuals synthesized on the Godot open source gaming engine.

## CVs

Alexandra Charalambidi is an undergraduate student at the Department of Audiovisual Arts of the Ionian University. She works on creative coding and interactive audiovisual systems. Her projects include the installation "Altar of Light" (2018) and participation in web based projects such as "Phonopoiesis" (2018).

Nikos Charalambidis is an undergraduate student at the Department of Audiovisual Arts of the Ionian University. He works on creative coding and interactive audiovisual systems, gaming engines, sensor hardware and linux. His recent interests include robotics in education and the open source movement.

Iannis Zannos is professor of Computer Music at the Department of Audiovisual Arts of the Ionian University. His interests include live coding for music and other forms of performance and interactive installations.