Intermedia Arts Group, *Planetary Excursion*

This surround-sound performance/installation piece is designed to use gaming concepts and 3D graphics to enhance a spatialized sound art experience. The premise is to be able to improvise and 'travel' through a virtual solar system, which was created in Max/MSP/Jitter using OpenGL. In this environment, sounds are embedded within each of the bodies (planets and moons). The projection on screen portrays a view of space that a performer may control, much the way that one would in a 3D game, being able to rotate, strafe, zoom forward/backward, etc. For example, by positioning oneself between a planet and its orbiting moon(s), the surround sound setup allows participants to hear orbits rather than rely solely on visual stimuli. The solar system will be situated to replicate the position of the planets the night Yuri Gagarin became the first human in space (April 12, 1961).

Sound: Nathan Bowen, Rob Collins, Paul Riker
MaxMSP/Jitter programming: Zachary Seldess