

BASCOU Charles

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Composer and Computer Music Designer

Affiliation

- 2005-2018 : **Computer Music Designer / Developer / Researcher**
at **GMEM Marseille** Centre National de Création Musicale

Computer music designer collaboration (2005 - present)

- Esthir Lemi, Cecile Le Prado, Sara Kaddouri, Kinda Hassan– Escales – spatialized sound installation
- Sebastien Roux – Partitions Graphiques Animées – Algorithmic generation of graphical musical scores
- Francesca Verunelli – Kafka songs – for string quartet and electronic
- Sebastien Roux – Only One Of Many – for dance and algorithmic composition
- Alessandro Bosetti – Journal de Bord – for instruments, voice and electronic
- Carol Robinson – Pitter patter – for percussion and electronic
- Ashley Fure – Anima – for String Quartet and electronic
- Francesca Verunelli – Unfoldings – for string quartet and electronic
- Ana Maria Rodriguez – Stereoscope des Solitaires – for instruments and spatialization system
- Carol Robinson – Black on green – for Double bass and electronic
- Jean Claude Risset - Pentacle – for harpsichord and computer
- Reynhold Friedl - String Quartet n°2 – for String Quartet and electronic
- Tristan Murail - Pour adoucir le cours du temps – for ensemble and electronic
- Laurent Martin - Légendes – for violin solo, vocal and instrumental ensemble, electronic
- Phillipe Leroux - Pour ... - vocal and instrumental ensemble, electronic
- Annette Mengel - Ezan Ländler – for french horn, electronic and video
- Raphaël Cendo - Refontes - for 6 percussions and electronic
- Robin Yann – Scratches – for String quartet and real time electronic
- Mauro Lanza – Herzstücke – for String Quartet and electronic
- Peter Sinclair – Road Music – for embedded electronic
- David Merlo – Variance IV – installation for electric bass and electronic
- Cecile Guigny - Play in C – collaborative interactive installation
- Tristan Murail – Liber Fulgurialis – for instrumental ensemble, electronic and video
- Jean Louis Clot - Grain dans l'air – for flute and electronic
- Sabrina Issa - Concert sympathique mondial – sound performance
- Georges Appaix - Impromptu – danse and interactive instrument
- Gilles Sivilotto - limite circulaire - for flûte and electronic
- Katharina Rosenberger - Room V – interactive installation
- Eryck Abecassis - Phaz 2 – for string quartet and electronic
- Nicolas Frize - mAINTENANT – radio creation
- Joshua Fineberg - Lolita – for 9 instruments, actor, dance and electronic
- Nicolas Maigret - Corpus – sound installation

Teaching

- since 2009 : Interactive programming for INGEMEDIA institute , Toulon
- 2008 : Holophon Spatialization Workshop, Albi – JIM'08
- 2005 – 2009 : professional training at **GMEM** on **Max/MSP** and **sound synthesis**.

Research/Development

- 2005 - 2018 : Head of the **Research/Development at GEMM Marseille France**
 - **Sound Spatialization** with the Holophon project, software development of the sound trajectory editor Holo-Edit
 - **Granular Synthesis** development in the GMU project. Research on new granular analysis techniques within OpenMusic, Octave and MaxMSP
 - Research on **Musical Gesture Continuation** for Musical Creation. Applying machine learning techniques for the automatic continuation of dynamical time profiles for music.
- 2004 : (*DEA internship*) in GEMM Centre National de Creation Musicale, Marseille, France
Granular Analysis/Synthesis methods for noisy and ecological sounds.
- 2003 : (*DESS internship*) in Euphonia (Virtual Acoustic), Nantes, France.
Sound spatialization control interface.
Real Time spatialization methods and techniques implementation.

Publications

- C. Bascou, V. Emiya, M. Lauriere, "**The problem of musical gesture continuation and a baseline system**" Proceedings of ICMC, 2016, Utrecht.
- C. Bascou, "**HoloPad: an original instrument for multi-touch control of sound spatialization based on a two-stage DBAP**" Proceedings of The 10th International Symposium on Computer Music Multidisciplinary Research CMMR, 2013, 15-18 October, Marseille.
- C. Bascou, "**Adaptive Spatialization and Scripting Capabilities in the Spatial Trajectory Editor Holo-Edit**" Proceedings of The 7th Sound and Music Computing Conference, 2010, 21-24 July, Barcelona.
- C. Bascou and L. Pottier, "**New Sound Decomposition Method Applied To Granular Synthesis**", Proceedings of the International Computer Music Conference, Barcelona, 2005
- C. Bascou and L. Pottier, "**GMU, A Flexible Granular Synthesis Environment In Max/MSP**", Proceedings of the Sound and Music Computing Conference, Salerno (Italia), 2005
- N. Peters, T. Lossius, J. Schacher, P. Baltazar, C. Bascou & T. Place, "**A stratified approach for sound spatialization**" Proceedings of The 6th Sound and Music Computing Conference, 2009, 23-25 July, Porto.

Education

- 2003-2004 : **DEA ATIAM** (Acoustique, Traitement du signal, Informatique appliqués à la Musique)
IRCAM (Paris VIII).
- 2002-2003 : **DESS Informatique Multimédia** (IMM) mention **Bien**.
Bordeaux I University.
- 2000-2002 : **Maîtrise d'Informatique** mention **Assez Bien**
Faculté de Luminy, Aix Marseille II University.
- 1998-2000 : **DEUG Mathématique Informatique**
Avignon University.

Skills

- Sound and multimedia programming :
Max, Puredata, Pyo, OpenMusic
Processing, OpenFrameworks
- Computer programming :
C/C++, Python, Java, JS
- Sound Editing :
Editing/Mixing **Protools, Reaper**
Treatments **Cecilia5, Audiosculpt**