

SHARE.MOBILE BUDAPEST at UH.07

// March 24, 2007 <http://share.dj>

// Merlin



:: WELCOME ::

Welcome to SHARE at Ultrahang Fest 2007. We are holding an open jam for audio/video artists with portable gear. Please have a seat and enjoy a unique multichannel audio/visual improvisation. Feel free to take a walk around the room and observe, but take care not to disturb equipment, cables, or artists who indicate they are too busy to talk. If you brought portable audio/video gear, read below to learn how to participate.

:: ABOUT SHARE ::

SHARE is an open jam and forum for audio/video artists, held every Sunday at ReBoot in Manhattan's East Village. A multi-channel system for audio and video allows many artists to play together, or across different rooms. A wireless network and free Internet access encourage communication and collaboration and the audio/video jam is broadcast live every Sunday night. Featured sets give local and visiting artists a chance to play solo. Since its inception in 2001, SHARE has been coordinated and run by an ad-hoc group of volunteers who donate time, skills, energy and equipment to expanding and improving the event.

SHARE has collaborated with other events, including international festivals in New York, Houston, Berlin, Montreal, Manchester and in streaming Internet jams with artists across the globe. Through these collaborations, like-minded communities worldwide have started their own SHARE events. There are now regular SHARE jams in Montreal, San Diego, Wiesbaden, Los Angeles, Stavanger, Melbourne, plus most recently Zurich and St Petersburg. Also in preparation to launch later in 2007 are: Budapest, Berlin, and Bremen.

SHARE's basic components are:

- A multi-channel system for audio and video to allow many artists to play together simultaneously,
- A wireless network and free Internet access to encourage communication and collaboration,
- An opportunity to socialize with and learn from fellow artists, get tips on software and hardware, trade files, and show/see new work.

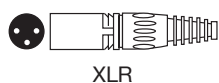
For more information, please visit us in person or on the web at <http://share.dj>.

:: THANKS ::

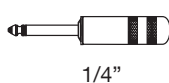
Thanks to everyone at UltraHang, all participants and visitors to SHARE @UH07, Trust for Mutual Understanding, the New York founding fr the Arts, and the SHARE global community.

:: INSTRUCTIONS ::

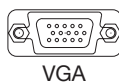
To participate, find a Share volunteer. If you have brought 1/4" or XLR audio cables and/or VGA, S-video or composite RCA video cables, great. If not, describe what gear you have and what connectors you need.



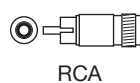
XLR



1/4"



VGA



RCA

The hosts will find you a place and get you plugged in. Once you are set up and ready to play, alert us and we will raise your volume or video level.

- video artists: feel free to bring your own projector!
- audio artists: if you're bringing an instrument or microphone, please bring a preamp or equivalent to bring your signal up to line level. Depending on the number of participants waiting to jam, we may ask you to give up your spot after a while. Otherwise you may play as long as you feel appropriate.

After playing, before unplugging any gear, alert us so we may disable your feed. This way we can avoid loud flashes, pops and buzzing sounds.

When packing be careful to claim all your gear, cables and power supplies. Also be careful not to pack anything which you didn't bring, in particular any cables given to you by SHARE!

If you have any questions or problems, please find us at the main mixing position. Thanks for sharing!

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:: SUGGESTIONS ::



The jam is unstructured. Work out a plan with your neighbors and other participants by speaking with them and by your contribution to the mix. With many people playing together there is danger of unplanned cacophony. Consider the following suggestions for a successful jam session:

- Listen carefully to what others are doing. When jamming with other video artists try to find a balance between strong, full motion imagery and material that is slower, easily keyable and/or scalable in order to allow space for someone else's signal to show through.
- Don't listen to yourself. listen to yourself as part of the overall music mix.. Don't turn up to hear yourself as well as you'd like, try to find the appropriate volume so that it all fits together.
- Trying to hear yourself in the mix? Instead of turning up, turn your self down temporarily and listen to what disappears.
- It is easy to blast loud volume if you're not careful. Don't start with volume up and press play. Start with volume down, play, and fade in. If you find something accidentally muted don't unmute until you're sure the level is reasonable. The more people are playing together, the more the musical space should be divided to prevent overwhelming noise. Pick one of: percussion vs. melody vs. bass, downbeat vs. upbeat, odd bars vs. even bars, bass verses treble, vocal versus instrumental. There are many ways to share musical space so that people aren't trampling each other. Try to complement or contrast the current mood, sounds, and images. When a new sound or image is introduced, consider making space for it in the mix. For visuals this is especially crucial since different video sources cannot simply merge together as effectively as in the audio realm. If the jam is too crowded, drop out for a few minutes then fade back in.
- Communicate. Ask those around you what tempo and/or key they are playing in. No need to guess. When joining, be respectful of those who are already playing. You may need to play some audio to check your line, but try to blend in. Don't blast out-of-place samples or repeat "check check" into the mic endlessly.
- Find space in the mix. Rather than playing full songs or loops which feature many instruments, try adding a single element at a time. Identify which elements are missing and play one of those. Another way to fit into the mix is to pay attention to frequency space if the mix is bass heavy. Add some sounds in higher frequencies. Another way to fit into the mix is to leave space over time. Rather than a full melody, add one riff to the end of each bar. Or try bringing your full melody in for a minute, then out again.
- Tempo is optional. But if you have one, coordinate. If you are trying to beatmatch, start with a lighter percussion sample such as a high hat, or use a baseline or melodic part to first get a rough alignment. These are much more forgiving than snare hits to misalignment. If rhythms are colliding, take one out until synch can be established. Another option for synchronization is to free-trigger sounds and images in time with what you see and hear. And of course not every contribution needs to be (or can be) synchronized.
- All rules can be bent. These suggestions are based on our experience to help you jam with success. Except the grand rule: Don't unplug your gear before alerting us!
- Enjoy the openjam! Thank you for sharing!