

An abstract sculpture made of thin, blue, wire-like material, forming a complex, organic, and somewhat spherical shape. The sculpture is composed of many thin, intersecting lines that create a mesh-like structure. The overall form is irregular and organic, resembling a stylized head or a complex biological structure. The background is a light, neutral color, making the blue sculpture stand out.

PRIX ITALIA 2004
Music - composed works

"e.o"
ORGANISM

CZECH RADIO

e.o: organism

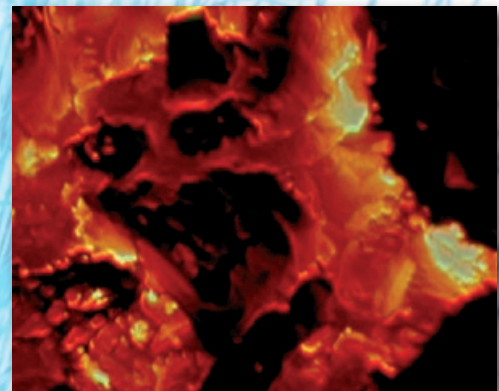
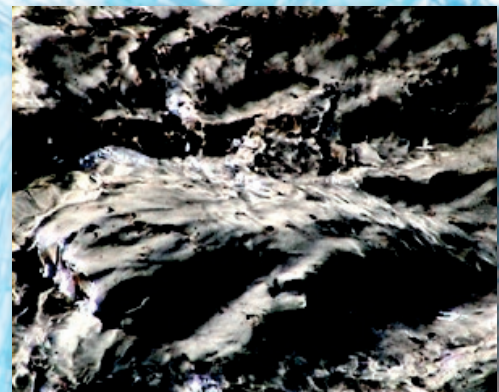
In the beginning was an idea and an attempt to create an imaginary landscape, loosely formed by echoes of movement of animate and inanimate organisms, experiences, memories, emotions, and by resonances of reality. e.o invited Natalie Ruth Waldbaum, an English vocalist, to work with it and join it for several live performances. e.o's approach to creating an original voice track was essentially similar to its general approach to sound and artistic creation ...

The first phase of e.o's work consisted in collecting sources. Each of the sounds – sources in the "organism" composition – is in fact a self-contained performance with its own influences. All but two of them were created specifically for this composition – the exceptions being Natalie Waldbaum's recording of her Mooste performance, and a recording of an installation in Karnola, a factory in Opava, made one morning in 2002.

The second phase, new for e.o in many respects, was mixing the collected sound sources and using them to gradually build a logical structure forming a story-space.

Lengthy discussions gave rise to various constellations and combinations of the individual sounds, and resulted in a need for a certain visual scenario encompassing the entire composition. In the end, the systematic structure proved unusable and the final phase brought e.o back to the classical method of intuitive creation. The result is an organism combining recordings of authentic performances (studio, forest, factory, port, etc.) in an effort to give them the global meaning of a single moment pulsating with reality.

The whole becomes an organism that incorporates all the basic elements of e.o's artistic creation and adds Natalie Waldbaum's very specific way of using her voice. The sound is subject to a continuous change, taking the focus off itself and placing it on the images it can potentially create; it ceases to be a mere sound and becomes a guide on a journey through space. Sounds of reality, echoes of everyday experiences – the ones we forget as useless – are coming back to play the role of imaginary points of reference in the space of their own reflections and other "artificial" sounds that erode a listener's inner barriers...



e.O is a multimedia group with an unfixed line-up, formed on the basis of a long-lasting co-operation of Luděk Svoboda and Jan Dufek. It is an umbrella term for all the fruit of their previous efforts and research in the field of sound and image. Since about 2001 (then bearing the name Improwizac, with L. Kováč and J. Stich), the future e.o began to focus mainly on live improvised electronic music.

The character of e.o's production has changed from the initial almost theatrical vocal improvisations supported by overflowing loops of keyboard sounds to its current form of expression, which almost completely abandons the text and is characterized by a deeper interest in sound itself and in its psychological impact, as well as by experimentation with primary frequencies, sound landscapes and field recordings.

Life performance remains crucial to e.o. Especially in 2003, it has been more and more often accompanied by authorial screenings and site-specific performances. e.o does not consider sound in its classical musical definition, but rather as a way of expressing inner emotions, grasping "the energy of environment" and its transformation into sonic and visual ideas, which should ideally be perceived by viewers/listeners as a journey through the space of their own minds.

Every performance, every composition is a self-sufficient organism, which obtains percepts and experiences from its environment (interaction with the environment and listener) and, through the performers, transforms them into new images and visions. Every performance is also influenced by a number of diverse elements that are often completely different from one another, which in turn makes every performance unique and very different from any other, be it in sound, or its final impact on the audience.

As for technology, e.o is currently using a combination of electronic/digital sound resources and authentic, original recordings from various environments.

Luděk Svoboda (1975-2???)

A specialist in theatre activities

- 1994: "The Black Widower" (Černý vdovec) - a multimedia art-activist association, performance art productions: "Muses in Decay" (Múzy v rozkladu), "Golem"
- 1996: "NORM24", an original audio-visual op-art performance art production
- 1998: "Waiting" (Čekání) - an authorial performance art production

Owner, founder, debtor of "The Exces Theatre"

Short films/videoart: "EGO", "Waiting" (Čekání), "We Perceive Each Other" (Vnímáme se), "Intro", "He Was Never Scared" (Nikdy se nebál), "Postcard"

"...my entire artistic career has been characterised by an effort to achieve balance and a harmonious intertwining of the elements present in both performance art and in short films."

"Confess To Instauration - a transformation of scenes from life and a contemplation of the inner visual nature of the human factor in a sonic-visual presentation."

Jan Dufek (1979-2???)

Holds a degree from the Písek Film School (direction/scriptwriting)

1996 - 2000: participated in the following musical projects: "EastSideMilitia", "End/Org", "Disabled"

2000 - present: musical projects - "Improwizac", "rJ_soundSys", etc. works with Michael Delia, Milo Vojtěchovský, Martin Janíček, John Grzinich, etc.

2002: sound installation as part of the Echo project in Opava, ČR

Short films/videoart: "Doctor Caligari's Mushroom" (Masák Dr. Caligariho - direction, music), "Intro" (photography, editing), "fcDoor", "280303", "BridgeView" "Cult", "Concrete Symphony"

"...technology is in fact just as harmonious and organic as everything else that surrounds us - it's an integral part of the concept of the world as a living whole, where all things are mutually balanced and perfectly complementing each other. Creating software formations/programmes/living organisms - able to act autonomously (they form their own error and chance-driven processes) while being motionless on the surface, save by external intervention - is thus for me, now, the most natural way of expressing the entirety of both personal and impersonal experiences..."

