

press release: *When Worlds Collide*, Horse Bazaar, 25th March



Two musicians walk into a bar, log into Second Life and play an island full of sound-sculptures, making virtual music for a real-world audience ...

Every day thousands of people log into online virtual worlds such as *Second Life* and *World of Warcraft*, to communicate, interact and explore identity via an avatar. Some go to make or enjoy visual, sound or performance-based art. While listening to live music is a popular pastime in *Second Life*, the music is usually made on instruments situated in the "real world" and transmitted into *Second Life* like radio. But there is also a burgeoning scene of audiovisual artists creating music inside the virtual world rather than piping it in. This 'audiovisual music' uses the unique qualities of virtual space and can be simultaneously enjoyed by an audience in a real world public space as well as those in the virtual space.

Adam Nash and Greg Wadley will perform *Seventeen Unsung Songs* live in Second Life and at *Horse Bazaar*, 397 Little Lonsdale Street Melbourne, on Tuesday 25th March 2008, from 8 to 9 pm, admission free.

Seventeen Unsung Songs is an audiovisual installation for Second Life by Adam Nash (avatar name Adam Ramona). Presented by the Odyssey Art Simulator, it represents a landmark in the development of the virtual audiovisual art/music scene. Deeply interactive, it consists of immersive audiovisual sculptures that are played by the users themselves, activating sounds and animations as they navigate within the sculptures.

Adam Nash is internationally recognized as one of the most innovative artists working in Multi-User Virtual Environments. His work has been presented around the world including at SIGGRAPH, ISEA, and the Venice Biennale. He is currently one of the recipients of the inaugural Australia Council *Second Life Artist in Residency* grant.

Greg Wadley has played in a number of Australian bands and is a founding member of performance group the Hi God People. Through his Spill label he has produced compilations of Australian music and performed production roles on many albums. He is conducting research into virtual worlds at the University of Melbourne.

Melbourne's *Horse Bazaar* features a unique immersive audio-visual environment for presenting art and music. A 20 metre video projection surface wraps around the seating at the rear of the bar providing the perfect surface for experimenting with virtual decor.

http://yamanakanash.net/secondlife/unsung_songs.html

<http://www.horsebazaar.com.au/whatson.html>

<http://spill-label.org>