

[Home](#)[About](#)[Research](#)[Education](#)[News & Events](#)[Contact Us](#)[Centers](#)

## Cube Fest: Massively Multichannel Music

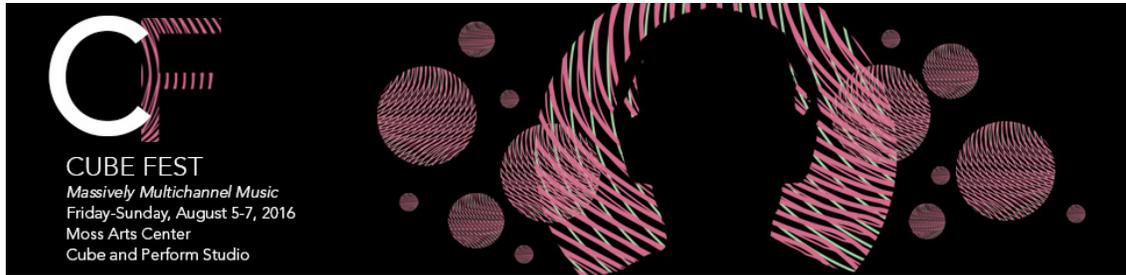


Date:

Friday, August 5, 2016 to Sunday, August 7, 2016

Location &amp; Time:

The Cube in the Moss Arts Center



### Friday-Sunday, August 5-7, 2016

#### Moss Arts Center, Cube and Perform Studio

Join the Institute for Creativity, Arts, and Technology and the Moss Arts Center as we crank the volume to 11 for Cube Fest: Massively Multichannel Music. This three-day spatial music festival celebrates the cutting edge of multichannel music, spatial sound, and audio technology in one of the largest multichannel audio systems in the world, the Cube. Tickets available beginning July 25, 2016 through the Moss Arts Center.

### Research ReSounds

#### Friday, August 5 @ 7:30 PM

Join an international group of researchers as they seek to push the limits of the Cube. Featuring original, venue-specific compositions unlike anything you've heard before

Featuring original compositions by: Monica Bolles, Neal Farwell, Elizabeth Hoffman, Dale Parson, Leah Reid, and Eli Stine.

*Free - ticket required*

### Sounds in Space I: First Wave

#### Saturday, August 6 @ 5 PM

Step inside this immersive sonic experience, featuring works by more than 17 international artists on the cutting edge of spatial audio and music evolution. Featuring Rob Hamilton, Christopher Coleman, Erik Nyström, Fernando Lopez-Lezcano, Joo Won Park, Andrew Cole, and David Ledoux.

*Free - ticket required*

### Under the Shadow featuring Modality

#### Saturday, August 6 @ 9 PM

A live spatialized performance by [Modality](#); based in Missoula, Montana, Modality brings their one-of-a-kind sonic synth rock exploration to the Cube for one night only, featuring Virginia Tech composition and creative technologies faculty Charles Nichols.

Featuring Charles Nichols, Jay Bruns, Clark Grant, Ben Weiss, Claire Constantikes, and Cambria McMillan-Zapf

*\$10 General Admission*

### Sounds in Space II: Second Wave

#### Sunday, August 7 @ 5 PM

This immersive experience continues to explore the boundaries of spatial sound, featuring the second wave of original multichannel compositions by an international group of artists and musicians.

Featuring: Shawn Greenlee, Richard Garrett, Edgar Berdahl, Erik Rodriguez, Hans Tutschku

*Free - ticket required*

### Dark Side of the Cube

#### Sunday, August 7 @ 9 PM - \*SOLD OUT\*

#### Sunday, August 7 @ 10 PM

Experience Pink Floyd's seminal album, Dark Side of the Moon, like you've never heard it before, spatialized throughout the Cube's massive 148-speaker

surround sound system. Dark Side of the Cube will be an experience that you won't want to miss.

Featuring: Tanner Upthegrove

*\$10 General Admission*

## **Spatial Sound Art Installations @ Perform Studio, Moss Arts Center**

**Saturday & Sunday, August 6-7 @ 12-5 PM**

This all-day immersive installation explores frequencies in various forms of motion spatialized throughout Perform Studio, one of the living labs part of the Institute for Creativity Arts and Technology.

Featuring: Miya Masaoka

*Free - ticket required*

### ***What is the Cube?***

The Cube is a four-story-high, state-of-the-art theatre and high tech laboratory that serves multiple platforms of creative practice by faculty, students, and national and international guest artists and researchers. The Cube is a highly adaptable space for research and experimentation in big data exploration, immersive environments, intimate performances, audio and visual installations, and experiential investigations of all types.

### ***What makes the Cube so special?***

The Cube is home to one of the largest multichannel audio systems on the planet, featuring a massive 148 speaker surround sound system. To put that in perspective, when you go to the movies and experience the awesome power of Dolby 7.1 surround sound, what you're hearing is 7 surround sound speakers and 1 subwoofer placed strategically throughout the theater. The Cube features a 148 surround sound system which is almost a 2000% increase of sonic capabilities.

### ***What is Spatial Music?***

Music Spatialization is a process where we can plot music and audio to exist at fixed locations in space. Instead of hearing a song in stereo through Left or Right channels, we have the ability to place individual instruments and audio effects anywhere throughout three dimensions including length, width, and height (think floor, walls, and ceiling). This creates a completely immersive environment where you can experience sound in a 360-degrees with each instrument being played through a different speaker.

### ***What is electroacoustic music?***

Electroacoustic music is made with electronic technology that converts electric energy into acoustic energy and incorporates electronic sound production into compositional practice. Electroacoustic musicians compose works that bend western music principles, such as time signature and key signature, with technological advances in instrumentation, wearable technologies, 3D sound, and audio spatialization.

### ***What is venue specific composition?***

When a composer writes original music meant for a single venue, it's known as venue specific composition. The Cube contains one of the largest multichannel audio systems on the planet making it a unique facility for musicians and composers to create work that couldn't be played anywhere else in the world.

ICAT is uniquely partnered with [The Center for the Arts at Virginia Tech](#).

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