

BETWEEN ANALYSIS AND SYNTHESIS:
*SpectralGL, audio visualization,
and the new paradigm for real-time
interactive instruments*



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Jesse Gilbert works in sound and software design, creating flexible tools that are activated in live performance, via network interaction, or in installation settings. His work has recently focused on developing SpectralGL, an interactive 3D visual instrument, on building multi-channel immersive sonic environments, and on composing electro-acoustic music for the moving image.

TUESDAY, MARCH 25 • 12:20PM - 1:30PM • CS177

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