



# NEON NATURE\_

CREATION OF A  
NEW WORLD

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When I write music I pay a lot of attention to the images that arise in listener's imagination. Nature is my main source of inspiration.

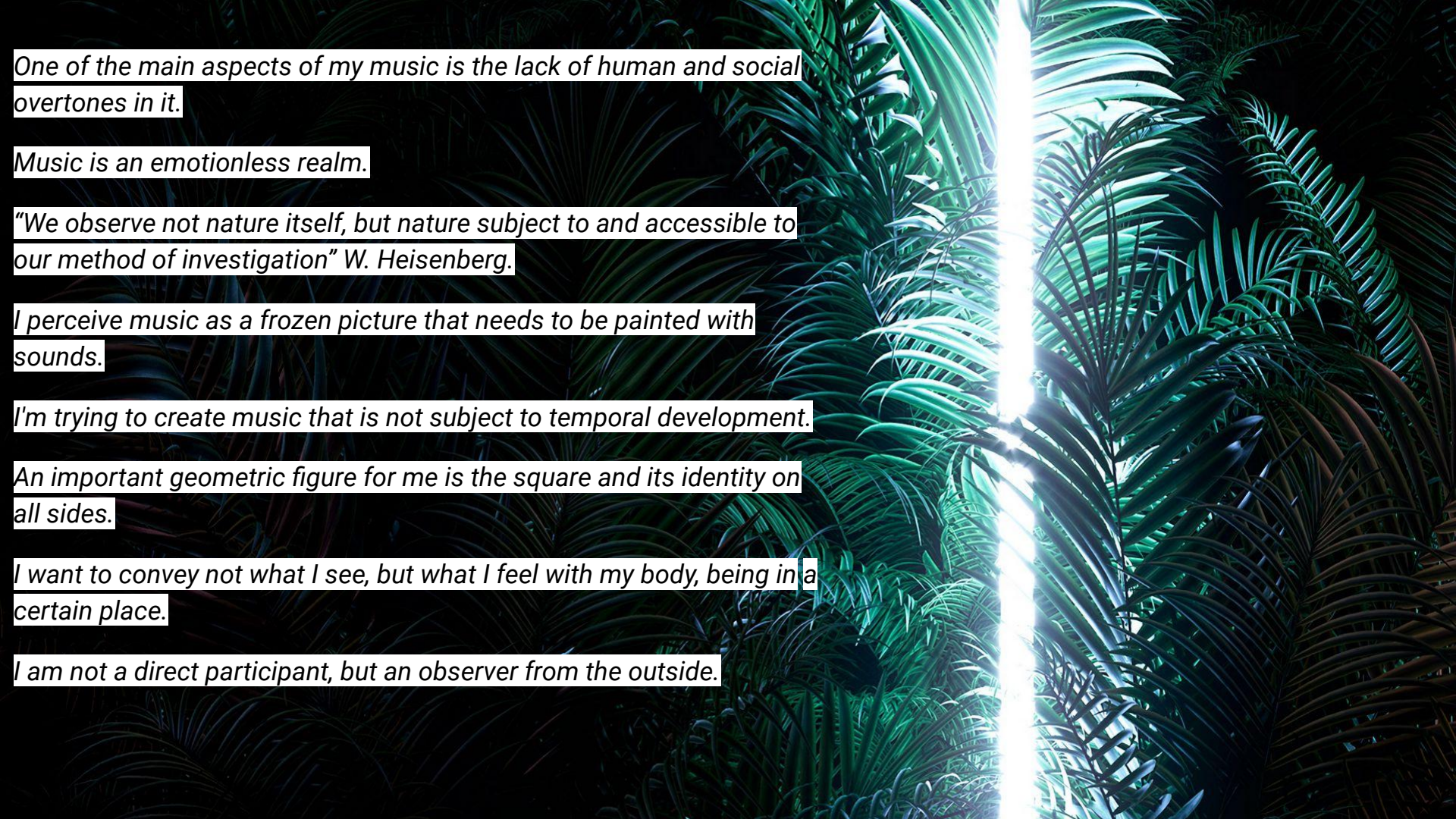
At present I am researching methods of constructing form, structure and dynamics of a composition. I choose a natural phenomenon, study it and transfer its characteristics into my music.

When composing I rely primarily on my inner, subjective feelings. So it's vital for me to work in quiet and calm places. I attempt to create the most original music of natural phenomena – music, which is capable to provoke a feeling of liberation from society and civilization.

Of course, in my music I bring my subjective perception of what I feel the body, hear and see.

My music is a combination of my immediate physical sensations and the natural sound background of an open space.



A dense forest of palm trees with a bright light beam shining through the center.

*One of the main aspects of my music is the lack of human and social overtones in it.*

*Music is an emotionless realm.*

*"We observe not nature itself, but nature subject to and accessible to our method of investigation" W. Heisenberg.*

*I perceive music as a frozen picture that needs to be painted with sounds.*

*I'm trying to create music that is not subject to temporal development.*

*An important geometric figure for me is the square and its identity on all sides.*

*I want to convey not what I see, but what I feel with my body, being in a certain place.*

*I am not a direct participant, but an observer from the outside.*



# .project description



Recently, I have been very interested in the development in my work of a theme that I call "neon nature". This concept for me includes a large philosophical, visual, ideological and, of course, auditory components. My perception of a future work always begins with its visual component.

The idea for this big project came about while working on the short piece "neon nature". It was at that moment that the maximum development of this topic was of particular interest.

The project is a kind of in-depth journey of the listener/viewer into the world of the "neon jungle" metaverse.

The project touches on the theme of the metaverse. A special metaverse with its own "laws of physics" will be developed for the project.



“Neon and nature - in life, these two words are incompatible, since neon light is a sign of the city. Neon nature is the nature of the metaverses, where everything only seems real. You can see everything, but you won't be able to touch anything. Neon flowers are swaying from the wind, the whiff of which cannot be felt, but you can see the result of its impact. The neon light is visible, but it does not warm. Neon nature lives by its own rules, which only work for those likes her. Everything alive here is alien.”

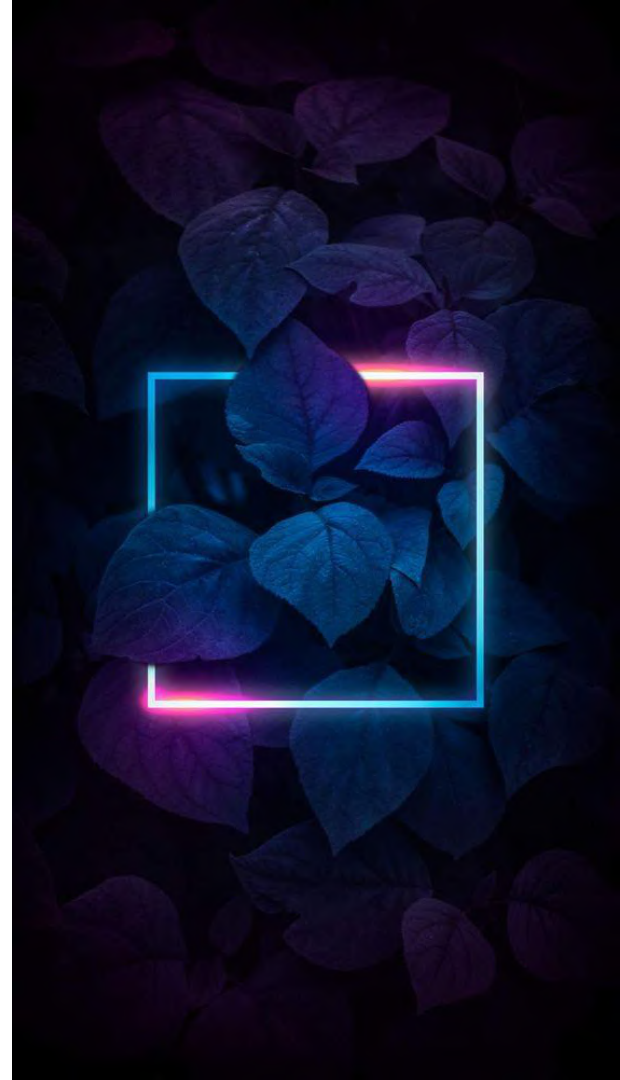
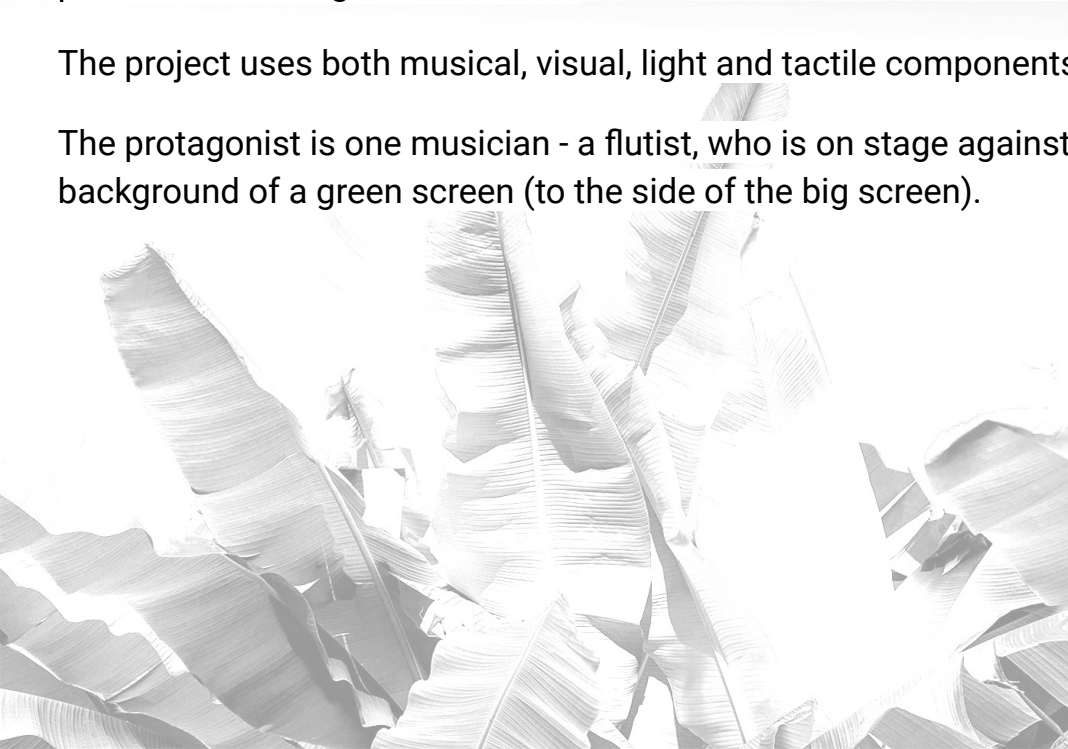




The work is about 20 minutes long musical and multimedia composition with performance and game elements.

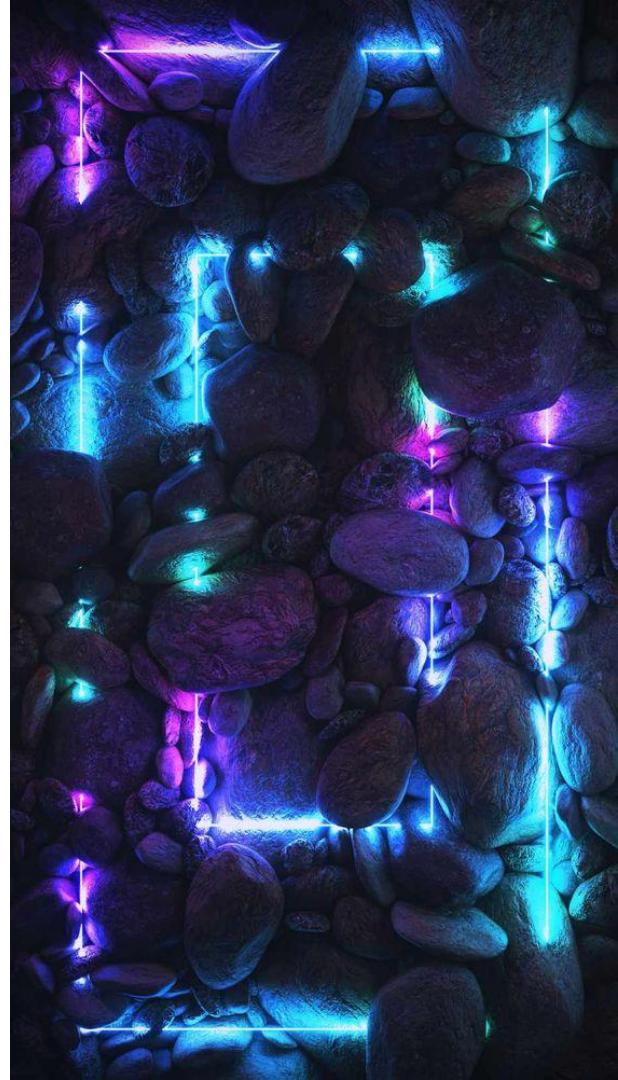
The project uses both musical, visual, light and tactile components.

The protagonist is one musician - a flutist, who is on stage against the background of a green screen (to the side of the big screen).

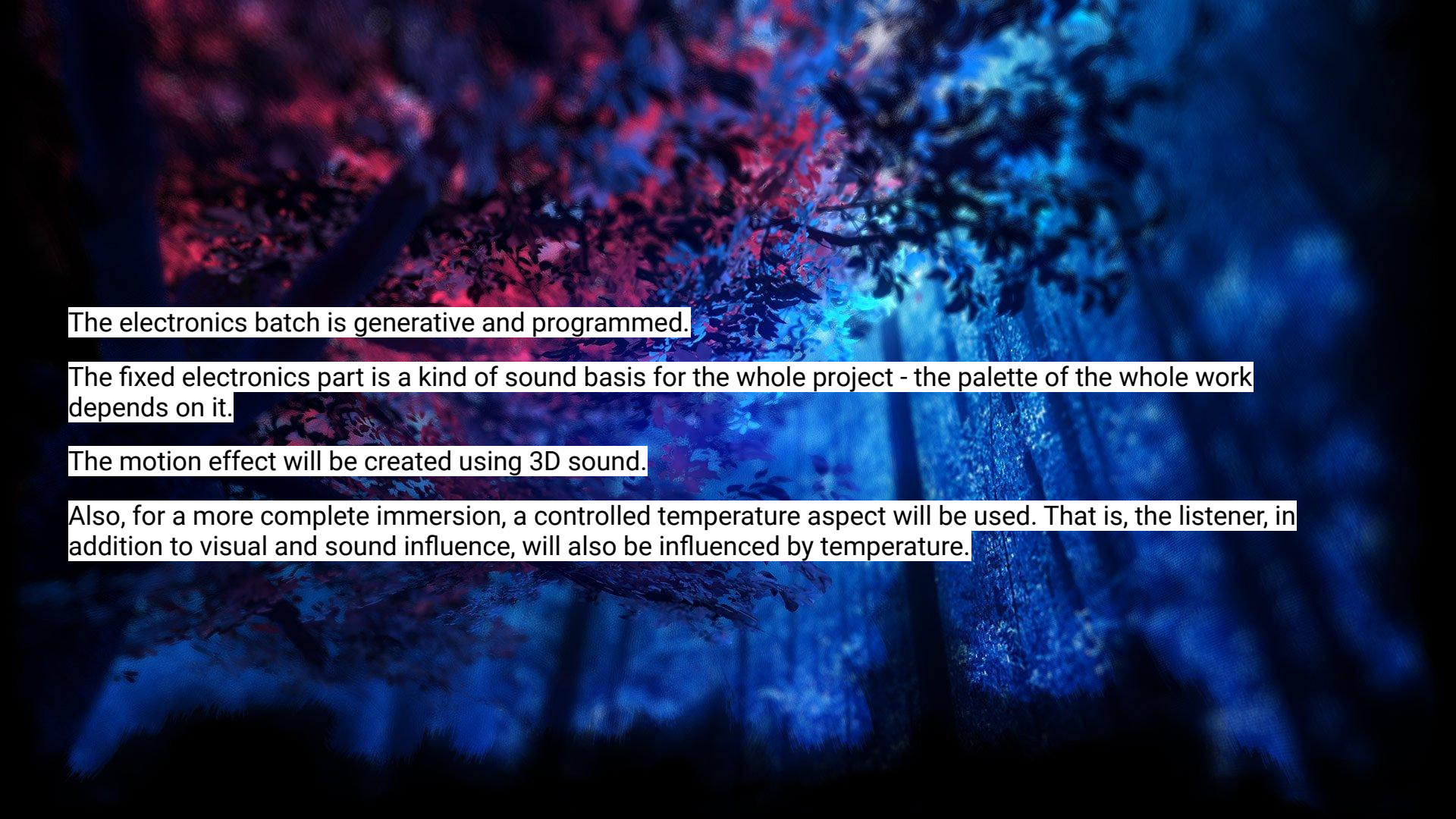


The hero (musician) travels in the metaverse created on the screen (which is a bright neon jungle. In real time, the motion capture system (or body tracking) is shooting the musician and overlaying digital 3D clothing, which is generated in real time and changes depending on the music in real time throughout the composition.

This composition will be a kind of game where the performer is walking in the jungle. The behavior of the performer, physical condition, smoothness of movements, touching some objects of the created world of the neon jungle, will be reflected in the visual image of the jungle, the generation of clothes, the live electronics part, the temperature aspect in the hall, as well as the light.





A photograph of a forest path, likely at night or in low light. The trees and foliage are illuminated with vibrant blue and red lights, creating a surreal and atmospheric scene. The path leads into the distance, flanked by trees and bushes. The overall mood is mysterious and ethereal.

The electronics batch is generative and programmed.

The fixed electronics part is a kind of sound basis for the whole project - the palette of the whole work depends on it.

The motion effect will be created using 3D sound.

Also, for a more complete immersion, a controlled temperature aspect will be used. That is, the listener, in addition to visual and sound influence, will also be influenced by temperature.



# ::musical component:

The musical part of the composition will consist of four sound layers:

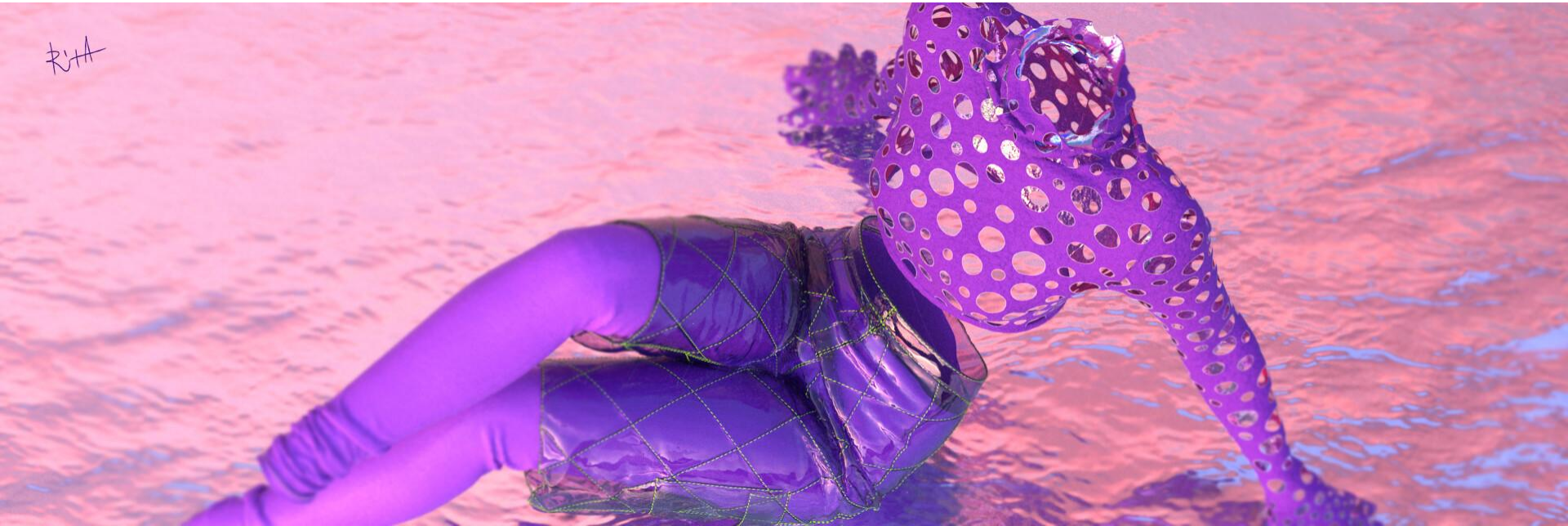
- Fixed electronics batch created using modular synths.
- The part of the flute, which will imitate in terms of sound quality the part of the fixed electronics, therefore the part will be connected with the search for new possibilities of the instrument.
- Live electronics part
- A percussion part played in parallel by a musician. It will also be subject to live electronics processing. With the help of certain filters, the desired frequencies will be highlighted.



# .visual component

The visual part of the project will consist of two main areas:

- Creation of the surrounding world of the metaverse - “neon jungle”
- Creating sound-responsive 3D clothing that also changes accordingly





.thank you very much for your attention!

