

Explanation of the Project

In this video, I play my four-voice arrangement of *Smells Like Teen Spirit* by Nirvana on my EWI, using a synth-like sound. While I'm playing, the visuals you see are generated live in TouchDesigner. They react in real time to the MIDI data from my instrument, changing colors and shapes based on how I play and which notes.

I chose this format because it connects to several ideas we talked about in philosophy of art:

1. **Interactivity and Technology**

This project shows how contemporary art can be interactive, even if it's recorded. The visuals aren't just a pre-made video; they actually respond live to my performance. This makes technology an active, not just a passive tool.

2. **Reproducibility and Transformation**

By reworking a well-known song in a new way and combining it with interactive visuals, the piece shows how technology can change the meaning of an artwork. The original grunge song becomes something different, a digital audiovisual work. This relates to Walter Benjamin's idea that reproduction breaks the original aura, but also creates new artistic possibilities.

3. **Cultural and Historical Context**

Choosing *Smells Like Teen Spirit* also has a reason, besides me liking Nirvana, Nirvana's music started a cultural shift. It broke with the known rock of the 80s and brought in a raw, authentic sound, Grunge. In that sense, the project shows how art can challenge expectations and mark bigger changes in society, similar to Dada or Futurism in their time.

4. **Synthesis of Senses**

Combining audio and visuals makes the work engage multiple senses at once. This links to the idea of Filippo Marinetti and his *Manifesto Tattilismo* which blurs the boundaries between different art forms and asks whether art should really be experienced in only one way.

5. **Personal and Digital Expression**

Finally, this project shows how digital tools give artists new ways to express themselves. With accessible software and instruments, you can now create complex works in a student room in Groningen that used to require a whole team or studio.

Why I chose this form

This project wouldn't have the same impact as an essay or a painting. By combining performance, technology, and a cultural reference, it shows interactivity in action and demonstrates how contemporary art keeps pushing the boundaries between artist, medium, and audience. I like to work with music as I'm a musician as well, combining this with my graphics and designs and making it interactive resonates with who I want to be as an artist/designer.

Smells Like Teen Spirit

Arrangement Emma Vos

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A piece of my arrangement