

# SOUND PORTFOLIO

Kauê Werner

| [kauewerner.github.io](https://kauewerner.github.io) |

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## COMPOSITION & PRODUCTION

- [ECOLOGIA SONORA SINTÉTICA](#) (2025): EP created through a blend of analog synthesis and digital sound spaces, artistically inspired by field recordings and studies made at four sites within the Atlantic Forest biome in Santa Catarina, Brazil. Each composition condenses a full 24-hour cycle into a four-minute soundscape, combining the synthesis of biophonic and geophonic activity observed at each site in order to obtain singular sonic timelines.
- [SINTODRAMA](#) (2015 - 2025): Experimental music duo that blends acoustic sounds (drums, voice) and electronic sounds (modular synthesizers) processed by real-time algorithms (Pd, SuperCollider);
- [ATMOSFET](#) (2014 - 2024): Solo electronic music project using modular analog synthesizers, DIY circuits, and algorithmic methods of synthesis/processing, with independent releases of EPs/albums and live performance videos;
- [THE SALTY SEBASTIANS](#) (2020 - 2024): Sound exploration duo featuring a modulated sonic palette of analog sources combined with traditional music from different parts of the world, ranging from Indian drones to Italian opera.
- [KAWERNOMA](#) (2023 - ): Abnormal growth of internal sounds;
- [RIO VALPES/UAPES](#) (2024): Duo of homemade electronic improvisations creating soundtracks for Amazonian adventures on the Colombia-Brazil border;
- [PERMAFROSK](#) (2017 - 2018): Experimental synthwave duo focused on live performances using synthesizers and sequencers;
- [NEBULA DOGS](#) (2012 - 2016): Psychedelic indie rock band that composed, recorded, and produced two full albums. I was part of this group playing guitar, synthesizers, and vocals in recording sessions and live performances.

## SOFTWARE PROJECTS

- [AXIOMA](#): Modular synthesizer audio plug-ins developed for the [VCV Rack](#) library, based on specific mathematical models of chaotic behavior and topology, where the visual representation of such models is used as a method of control or synthesis ([full source code](#))
- [SONIFICATION OF ODOR MOLECULES](#): Script for a program with GUI that converts infrared spectrum measurements of odor molecules into additive synthesis components and other features for composing sound sequences using different molecules;
- [REBOCANDO O PAVILHÃO PHILIPS](#): Project by the duo SINTODRAMA in which a multichannel sound composition was created to be presented as an interactive installation in a virtual environment through an [application for Oculus VR](#). In addition to participating in the sound composition, I was the application developer.
- [WAVES ON CANVAS](#): Graphical tool for visualizing acoustic fields created by combining different types of point sources (monopole, dipole, quadrupole).

## PERFORMANCES

- [RIO VALPES/UAPES] **Live debut (2024)**: EP release performance at the event [Extratonal infrastructure #14](#);
- [THE SALTY SEBASTIANS] **Live show at Radio WORM (2024)**: Mix of analog and digital physical media in a [live radio show](#);
- [SOLO] **Synthetic ecological destruction (2024)**: Synthetic soundscape using analog synthesizers (from [WORM Sound Studios](#)), inspired by Amazonian ecosystems and the effect of interaction with human noise, during the event [Interrupción at WORM](#), organized by the Cinema Colombiano group. This performance was recorded and released on [cassette and digital media](#);
- [SOLO] **FEEDBACK CRICKETS (2023)**: Simulation of cricket sounds through audio feedback between headphones and microphone during the [Extratonal Infrastructure event #10](#);
- [THE SALTY SEBASTIANS] **Modulated dubbed live set (2023)**: Live set combined with performance using analog synthesizers and acoustic instruments along with analog media containing traditional music from different parts of the world (during [Extratonal Infrastructure #9](#));
- [SOLO] **BIRDS AGAINST THE MACHINE (2023)**: Sound performance at the [Extratonal Infrastructure event #5](#) using SuperCollider, where soundscapes containing tropical bird sounds struggle to reach a volume that overcomes the noise of saws masking their natural orchestra;

- [SOLO] **ATMOSFET LIVE (2022)**: Interactive live set using compositions from EPs accompanied by improvisation with external analog instruments;
- [SINTODRAMA] **~ODO release show (2022)**: Live performance with tracks from the album, using an interactive set in SuperCollider accompanied by acoustic drums and odorants sprayed around the audience;
- [SINTODRAMA] **Metendo o Nariz onde não foi chamado (2020)**: Multisensory performance combining sound and odor, where the main concept was the sonification of different odor molecules to create specific timbres and scales (SuperCollider), accompanied by acoustic drums and odorants sprayed around the audience;
- [SINTODRAMA] **Live Cinema - Enter the Void (2019)**: Live sound interpretation of four scenes from the film "Enter the Void" by Gaspar Noé, using acoustic drum sounds combined with digital sound synthesis produced and processed in real time using live coding (SuperCollider);
- [SINTODRAMA] **Live at Itapema (2016)**: Release performance featuring the duo's first three compositions, using DIY analog synthesizer modules accompanied by drums with real-time processing (Pd sensor and Xbox Kinect).

## COLLABORATION

- [PLATFORM FOR EXTRATONALITY](#) (2022 - 2024): Member of the group, participating in and/or helping organize conferences, performance events, radio programs, and workshops;
  - [VARIA](#) (2023 - 2024): Member of this collective, participating in event organization and support, as well as other internal activities such as space and server maintenance.
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