
Experimental sound construction project focused on the aesthetic ways and contemporary musicals.

Biography

Cleber Gazana, 28, sound constructor, drummer and designer. He currently lives and works in São Paulo, Brazil. During the last decade, his work was concentrated in the development of graphic design works, electroacoustic music production and experimental digital sound.

The artist basically is inspired in non musical works, as graphic design, with colors, lines, shapes, styles and also in industrial music works, minimalist, electronic, ambient, where one of these activities influence the other.

Usually the work is born out of the necessity of expressing some concept through the composer's imagination in which he feels the opportunity to compose through the manipulation and treatment of the noise and of analogical or digital signal, revealing his aesthetics to the listener. Often the very noisy impulse creation is already enough to justify the creation of an experimental work of the artist, so it is hard for a work to exhaust or to end, it could be resumed or created from another point of view, resulting in another interpretation, another sound work very different from the first.

Simplicity and minimalism are the central searches in most of the work produced by Cleber Gazana. Its creation normally contemplates noise, thin lines, frequencies and simple shapes. Thus, unity, emphasis and simplicity are ideal and enough to produce the desired sound.

In fact, the concept and creation process are much more interesting than the final result, because here a flow of thoughts, that could have no end (if that was possible), is interrupted.

Working with different creation processes in every new work brings a direction and a different result, without losing the simplistic and minimalist essence of the project. The important is to look for new ideas.

His production with Simple.Normal along with another sound and audiovisual project were exhibited during the Electronic Language International Festival (FILE) in 2006, 2007, 2008, 2009 and 2010.

FILE is the largest art and technology festival in Brazil. It accomplishes a compilation of artistic productions in the field of the electronic and digital arts, working as an indicator of the plurality of these productions currently. FILE works result from an intense research and selection that brings to the surface a great variety of brazilian and international productions. Artists from all over the world take part in this event, with works in the areas of net art, hypertext, interactive cinema, panoramas, games, software art, generative art, artificial intelligence, robotics, experimental music, error-music, radio art, soundscape, sound poetry, anti-music, performance, interactive installations and electronic installations.*