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

Project

Simple.Normal is an experimental project of electronic sound construction* created by Cleber Gazana, in 2004, after years of experiences with other musical styles.

His work emphasizes the compositional processes which interact with the new technological means almost always processed in virtual environment, by using different creative processes in every new work.

Based on contemporary digital culture, modulators, sequencers, filters and other virtual softwares are used in its musical creations, besides MIDI controllers, keyboards, synthesizers and, still, iron bars sounds and unusual musical instruments recorded in studio for the perform of compositions which explores the diverse sonority aesthetics. Simple.Normal has the objective of work with new possibilities of music creation based in sound software, synthesizers and sequencers, its objective is not to make music, but work with frequencies, sounds, noises, textures, without limits in its construction. Focused, this way, in the aesthetic ways and contemporary musicals, the project is not restricted to any pre-determined style, for that, it is only known as experimental. His music is free from any style, it could be minimal, random, concrete, anarchic, ambient, electronic, according to the theme of work in progress.

The work based on the digital world and in the electronic circuit systems designed by engineering and computer scientists, being it high or low definition, resolution or fidelity, enable the ideal conditions for the production and the experimentation development, creating a compositions sometimes mechanic, other times abstracts.

In these cases the softwares synthesizers are very much useful to stimulate our musical perception and its unlimited experimentations.

In this way, by creating a continuous flow of musical cycles, of simple scales, sometimes even wrong, is created Simple.Normal's experimental music, immersing us in constellations of electronic/digital signals.

As its own name shows, the simplicity is the key for sound aesthetics produced by Simple.Normal. It is important to note that all sounds are manipulated and their creation is set up and sequenced, because the songs, most of the time, are not written, but randomly created.

*Some of Simple.Normal's labels:
Electronic experimental music, ambient music,
electronic music, minimal music, abstract music.*

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Simple.Normal uses:

Edirol MIDI keyboard controller - Numark headphone - JVC speakers - Samsung 22" lcd monitor Philips handheld mic - Native Instruments softwares - Korg softwares and effects - Arturia softwares - Novation softwares - Steinberg softwares - Image line software - Rob papen / Linplug virtual instruments - reFX software - Izotope softwares Antares softwares - Prosoniq products software - E-MU audio interface - Sony vaio AKG headphone - Mackie headphone amplifier - Alesis studio monitor - Behringer mic - Audio technica mic - Art mic preamps - Yamaha effects processors - Yamaha drum machines - Belkin cables - Behringer compressors / dynamics processors and other plugins...

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Discography

Construct - 2010

Randomize - 2009

Imagenabilis <lo-fi digit-all environment> - ep - 2009

Screening/Broadcast - ep - 2008

Automatic information treatment - 2007

Systems of artificial life - 2007

Rebuilding the technology - 2005/2006

Art.ficial.art - 2005/2006

0001 - ep - 2004

Defect - ep - 2004

First - 2004
