

Noise (music) for Music • Noise music is a term used to describe varieties of avant-garde music and sound art that may use elements such as cacophony, dissonance, atonality, noise, indeterminacy, and repetition in their realization. • Noise music can feature distortion, various types of acoustically or electronically generated noise, randomly produced electronic signals, and non-traditional musical instruments. Noise music may also incorporate manipulated recordings, static, hiss and hum, feedback, live machine sounds, custom noise software, circuit bent instruments, and non-musical vocal elements that push noise towards the ecstatic. The Futurist art movement was important for the development of the noise aesthetic, as was the Dada art movement, and later the Surrealist and Fluxus art movements. • During the early 1900s a number of art music practitioners began exploring atonality. Some composers proposed the incorporation of harmonic systems that were, at the time, considered dissonant. This led to the development of twelve tone technique and serialism. There is a suggestion that this development might be described as a metanarrative to justify the so called dionysian pleasures of atonal noise. • Contemporary noise music is often associated with excessive volume and distortion, particularly in the popular music domain with examples such as use of feedback. • Other examples of music that contain noise based features include genres such as industrial, industrial techno, and glitch music exploit noise based materials. • duration: 45'28" • created by **Yamaoka Yasuhiro** September 2009 • text adapted and edited from en.wikipedia.org, read by Alex • ©2009 Yamaoka Yasuhiro • YOMusic YOR-27 • www.yoworks.com

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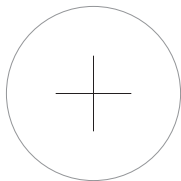
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