

REBECCA BAXTER (CANADA)

AN INTRO BY NELE HERZOG

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Rebecca likes problem-solving. She remembers that she was interested in taking tape players apart from a very early age on. In the Computer Lab of the High School she attended in Canada she then discovered programming as technical way to get to the bottom of said problems. When she went onto studying Engineering in Ottawa she found herself getting caught up with the design aspect of it and fed up with the mechanical stuff, so she left University and started taking design courses. Right now she is mainly applying those skills in commercial senses by working as a freelance web developer.

To get away from the familiar Rebecca decided to take a euro trip, Berlin being her third destination after Paris and Prague. In Wedding she is creating different varieties of soundscapes, being interested in both the technical processing of sounds and visuals and the reaction of human senses to this. Rebecca says that to her it's also simply fun to make machines that make music. She has created her own loop machines, but also writes programs that play with the inputting of sound and the outcoming of shape and vice versa. She is very careful with defining the audible figments of her work as music, and still experimenting with the boundaries of where noise ends and music begins.

If anything she is keen to have her art be interactive and for people to play and experiment with themselves. Because of this she makes use of easily transformable Open Source processing programs and equipment such as the motion sensing input device Kinect that was actually developed for use with the game console Xbox 360.

She will continue her research on phenomenons that knock people off their senses in Spain, then Sweden, then maybe Serbia and Turkey.