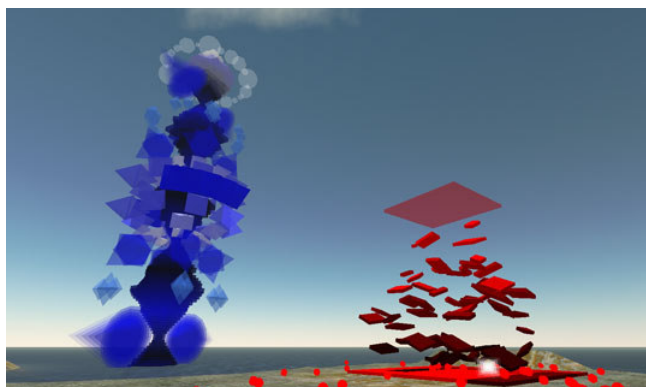# *When Worlds Collide*, at Stutter, 21ˢᵗ May 2008

*Two musicians walk into a bar, log into Second Life,
and make virtual music for a real-world audience ...*

Every day thousands of people log into online virtual worlds such as *Second Life* to communicate, interact and explore. Some people do visual, sound or performance-based art there. There is a burgeoning scene of artists creating music inside the virtual world, using the unique qualities of virtual space.

Two performers who blur real and virtual spaces are Adam Nash and Greg Wadley. They will perform the piece *Seventeen Unsung Songs* (for the second time ever) at Horse Bazaar, 397 Little Lonsdale Street Melbourne, on Wednesday 21ˢᵗ May 2008. This is part of the *Stutter* series of experimental performance shows, and the night will also feature Sasha Margolis, Casey Rice, and Dj Dylan Martorell.

Seventeen Unsung Songs is an audiovisual installation for Second Life by Adam Nash (avatar name Adam Ramona). Presented by the Odyssey Art Simulator, it represents a landmark in the development of the virtual audiovisual art/music scene. Deeply interactive, it consists of immersive audiovisual sculptures that are played by the users themselves, activating sounds and animations as they navigate within the sculptures.

Adam Nash is internationally recognized as one of the most innovative artists working in Multi-User Virtual Environmnets. His work has been presented around the world including at SIGGRAPH, ISEA, and the Venice Biennale. He is currently one of the recipients of the inaugural Australia Council *Second Life Artist in Residency* grant.

Greg Wadley has played in a number of Australian bands and is a founding member of performance group the *Hi God People*. Through his *Spill* label he has produced compilations of Australian music and performed production roles on many albums. He is conducting research into virtual worlds at the University of Melbourne.

Melbourne's *Horse Bazaar* features a unique immersive audio-visual environment for presenting art and music. A 20 metre video projection surface wraps around the seating at the rear of the bar providing the perfect surface for experimenting with virtual decor.

http://yamanakanash.net/secondlife/unsung_songs.html
http://exp-melb.blogspot.com/
http://spill-label.org