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BIOGRAPHY

Lio Geypens is a 21-year-old master student Visual Arts at Sint Lucas Antwerp. She is born in Limburg (BE), but is currently studying and staying in Antwerp. Besides graphic design, she is especially fascinated by music, not one genre in particular. She also enjoys cooking, going out for food and drinks, preferably in the company of close

friends. Lio is always busy and does not like to sit still. She prefers to travel to unknown places with her backpack and a tent.



PRACTICE

When designing, Lio (almost) always listens to music. She is convinced that music influences her design process. Moreover, typography is a recurring theme throughout her graphic work. She is currently working on a project based on this fascination for typography, language and other writing systems. Lio believes that art and design can play an important social role. After all, they have the



ability to bring closer certain themes, which are originally far removed from our own personal life.



WORK: Modulo

Modulo is an interdisciplinary game that explores the boundaries between graphic design and music. Lio looked for an alternative form of music notation, which is completely different from the traditional way in which music is notated today. In traditional music notation, the image of the sound notation is less important than its function. Lio designed a new system, in which the image is updated and thus becomes almost as important as the final sound it depicts and represents.

Modulo is a system that is more playful and airy than the traditional notation we know today. Modulo offers more room for interpretation and for the intuitive. By combining the visual and the auditory, multiple senses are stimulated simultaneously and something is communicated that cannot be described in words. The main goal of Modulo is to bring music back to its original form: to a real form of playing.



Modulo

Kijker

Wat is de rol en de inbreng van de kijker?

De kijker hoeft niet noodzakelijk een artistieke achtergrond te hebben en hij hoeft het spel ook niet op voorhand te kennen.

Compositie

De kijker mag de structuur van de compositie bepalen. Dit kan hij of zij doen door de spelelementen op een gevoelsmatige manier op de grond te leggen. De kijker wordt dus letterlijk de componist van het stuk. Wanneer de componist van het stuk de kijker, op teken van de performer, over de tegels wandelen. Bovendien heeft de kijker een extra invloed op de performance door de snelheid waarmee hij over de spelelementen stapt en door de opeenvolging van de elementen die hij kiest. Die bepalen immers het ritme en de vorm van de performance. Zo zal de kijker het stuk als het ware dirigeren.

De interpretatie, en dus het auditieve karakter van de performance, wordt overgenomen door de performer. Hier heeft de kijker een belangrijke rol te spelen. De kijker zal tijdens de performance de vorm van de performance bepalen.

Vormen









