National sound design and music fest comes to St. Cloud State

ST. CLOUD, Minn. – More than 30 audio professionals from seven countries will present seminars and hands-on workshops at the fourth-annual Kyma International Sound Symposium (KISS) Sept. 13-16 at St. Cloud State University.

During the four-day international event, sound designers, composers, performers, filmmakers, game designers, authors, audio engineers, educators and students will come together for more than 24 hours of technical sessions, nine hours of hands-on labs and evenings filled with live music and live cinema.

Dr. Scott Miller, Professor of Composition, Electroacoustic Music and Theory, SCSU, with Pat O'Keefe, clarinetist, will be among the presenters. Together, they will present a lecture/performance on improvisation with computers and acoustic instruments.

"Sometimes a device has a mind of its own. And therein is the potential for unimagined sonic discovery," Miller said.

Other key presenters include: Michael Johnson, senior sound designer at Blizzard San Diego, who worked on video games including “God of War II & III,” “InFamous,” “StarCraft II,” “World of Warcraft Cataclysm & Mists of Pandaria” and “Diablo III” among other titles; Joel Chadabe, president of Electronic Music Foundation and author of “Electric Sound;” and Greg Hunter, composer and sound engineer, known for his work with The Orb and Youth and as contributor to the scores for “Matrix Reloaded” and “Matrix Revolutions.”