

# ELISE PLANS – Artist CV



## Education

- PhD in Music Jan 2021  
(expected submission date)  
*Mobile Music: a portfolio of works exploring adaptive music generation in embedded and mobile devices.*  
Royal Holloway, University of London
- MMus in Electroacoustic Composition 2002  
University of East Anglia, Norwich NR4 7TJ
- BA (Hons) in Music with 2:1 1998  
University of East Anglia, Norwich NR4 7TJ

## Works

- January 2021  
(expected release)
- [Montague \(iPhone Application\)](#)  
*Montague* is a collection of three generative works with an improvisatory feel, exploring an ambient piano soundscape. Minimalist composition tools have been coded into algorithms to develop and evolve these pieces harmonically and thematically.
- December 2020  
(in App store review)
- [Cantoo \(iPhone Application\)](#)  
A slowly evolving timbral and harmonic drone that offers the listener a seemingly static, cohesive listening experience. Its aim is to arrive at an auditory cognitive dissonance where movement is found in stillness.
- May 2020
- [Nautilus \(iPhone Application\)](#)  
The nautilus is a mollusc-type creature who lives in the dark in the ocean, and this piece intends to invoke a similar quiet and still space, taking in sounds from the listener's external environment (through the device's microphone) and treating them sonically so that they seem distant and non-threatening, creating a sonic cocoon.  
[Nautilus](#)
- May 2018
- [You or Me? \(Installation at the Tate Exchange, Tate Modern, London\)](#)  
*You or Me?* aims to make the audience question whether they are hearing themselves, or pre-recorded samples, in a kind of "self" or "other" conversation. In the background, sound from various contexts plays to move you to different locations instantly.
- October 2017
- [Ominator \(iPhone Application\)](#)  
An app with generative music that responds to and augments a user's hummed pitch via the iPhone's microphone, providing a meditative aural space.  
[Ominator](#)

- May 2016 Discord (Collaboration on Installation at Somerset House, London)  
 Earned a commission to work with a group of artists on a walk-through installation on the theme of housing in cities. Collaborative creativity sharing sound files remotely.  
<http://www.soundandmusic.org/>
- September 2013 LiZZe (iPad game)  
 Working with game producer [Daniel Wiedemann](#) to create the soundtrack for an atmospheric first-person psychological game.  
<http://Lizze.eu>
- October 2012 – 2018 Composer for Adaptive Media – BioBeats Inc.  
 Various works incorporating adaptive music compositions in dataflow programming environments for therapeutic apps and devices. Working with an international team of developers within a small startup.  
[BioBeats Inc](#)
- May 2001 Sonimation Commission  
 One of 6 commissions to make a short film where the focus was on collaboration between a sonic artist and an animator. The work was published as a DVD and shown in festivals internationally.  
 Organised by Sound and Music (previously Sonic Arts Network).  
<http://www.soundandmusic.org/>

## Grants / Awards / Commissions

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|---------------|--|
| June 2018     | Frances Chagrin Award                                      |
| May 2016      | Discord / Utopia (Sound and Music Commission)              |
| February 2001 | Sonimation (Sonic Arts Network Commission) as Elise Chohan |

## Professional Memberships

Associate Fellow of the Higher Education Academy from September 2017.

## Publications

- Plans, Elise, 'Composer in Your Pocket: Procedural Music in Mobile Devices', Musicology Research Journal, 2017, 51
- Elise Plans, Davide Morelli and David Plans, "AudioNode : Prototypical Affective Modelling in Experience-driven Procedural Music Generation" in Creative Computing Games Workshop, International Conference for Creative Computing, June 2015. Utah, U.S.A.