ELISE PLANS – Artist CV

Education

- PhD in Music

July 2021
(expected submission date)

Thesis topic: 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

June 2021

London Biennale – Forest for Change, May 2021

Designed multi-channel audio engine for forest installation in the courtyard at Somerset House. Worked with music and sounds from Robert M Thomas and Brian Eno. Working with artists and engineers to achieve an artistic goal. Checking audio quality of voice recordings in a spectrogram and batch processing audio files.

[Forest for Change](#)

February 2021

Montague (iPhone Application)

Montague is a collection of three pieces of piano music that are generated in real-time. Montague I is a constant pulse of chordal progressions. Montague II allows you to choose how chromatic the main theme is, out of which an entire piece is generated. Montague III explores microtonal music to push your listening habits into unusual territories.

[Montague in the App Store](#)

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 in the App Store](#)

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 in the App Store

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

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.