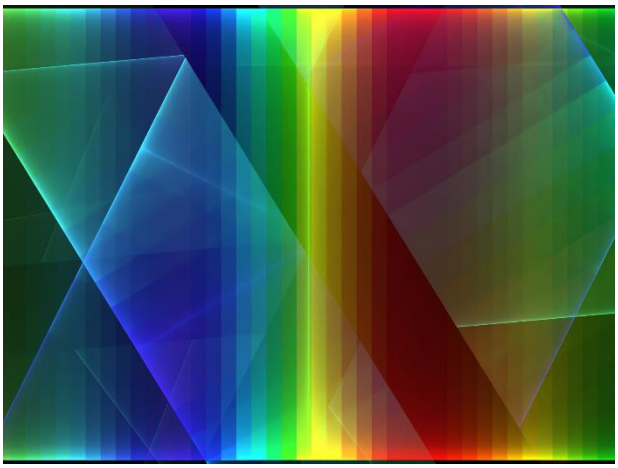
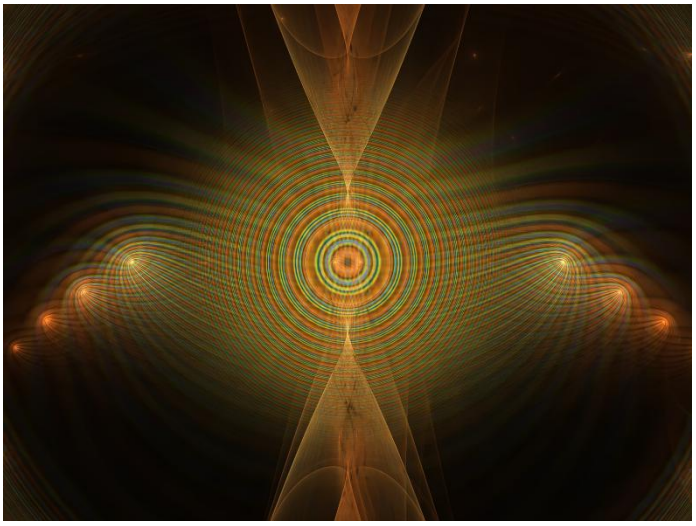


Adam Baranec (Donauer)

Portfolio



```
var sig =
Mix([DynKlang.a
r(`[
~ratios2.collec
t{ |r| r *
freq}, ~amps2,
0]) * 0.009,
```

```
d1 $ s "<prep:1
bang:2>" #
speed "<1 0.4>"
d2 $ s "arpe:1"
# gain 1 #
speed "<0.85
0.85 0.95>"
```

Bio

Adam Baranec (a.k.a. Donauer) is a pianist and composer, now also a digital abstract artist and live-coder of music and visuals. In his early childhood, he got acquinted with Fero Király and learned to play piano and compose his own music. Later, Adam contributed to numerous projects and events with great artistic value and human messages, such as Tralaúnia, Biela Vrana, 12 Preludes for the Beginning and Our Souls.

His education is covering both the humanities and music – he is currently studying composition in Church Conservatory in Bratislava and history in the Faculty of Arts of Comenius University.

Main theme of his works is emotional geography – discovering places, which do not seem interesting at first glance, but spending time there can cause to wake up our real, authentic souls. The places offer a tangible experience by influencing our physical state based on what we can see in front and behind us.



This mysterious tree led me to write my symphonic poem Rozbehy

Music



Tralaúnia sung and played by Tralaškola and Fero Király live in Nitra, Slovakia



Opening the Biela Vrana event with my composition in Bratislava, Slovakia



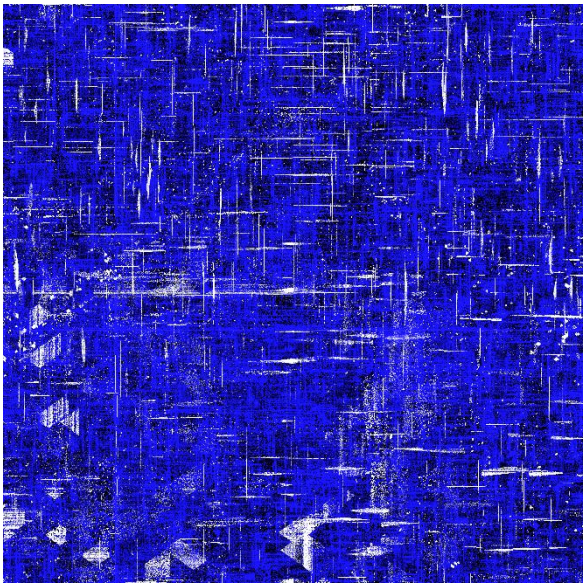
String Quartet no. 1 played in Church of Loretan Mary in Bratislava, Slovakia



Symphony no. 1



[Our Souls (demo recordings)]



[#001]

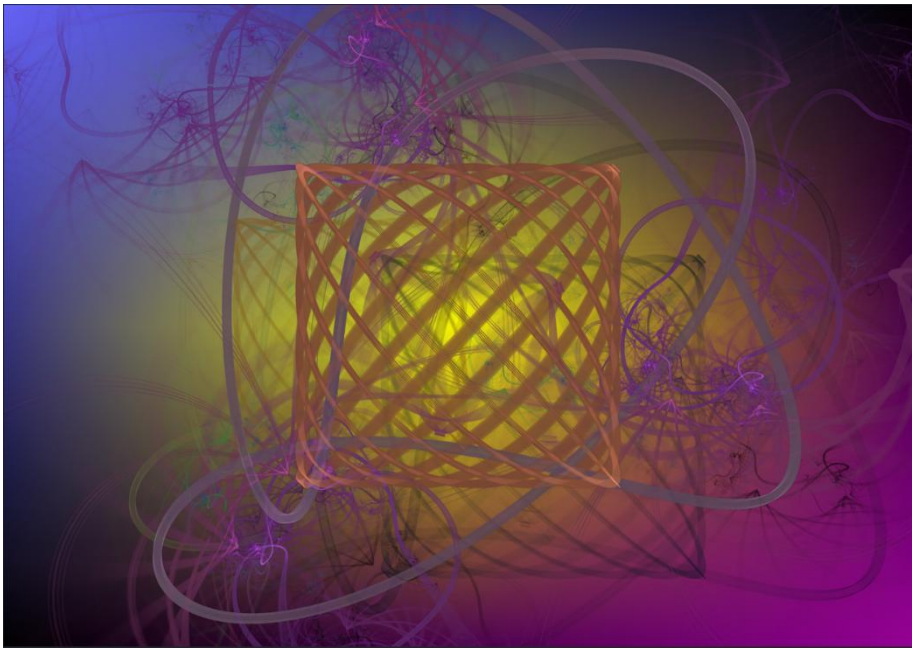
```
d1 $ stack[s
"bell:3/2" #
speed (slow 4 $
"1 0.85"), s
"bd"]

ring = once $ s
"misc:0"
```

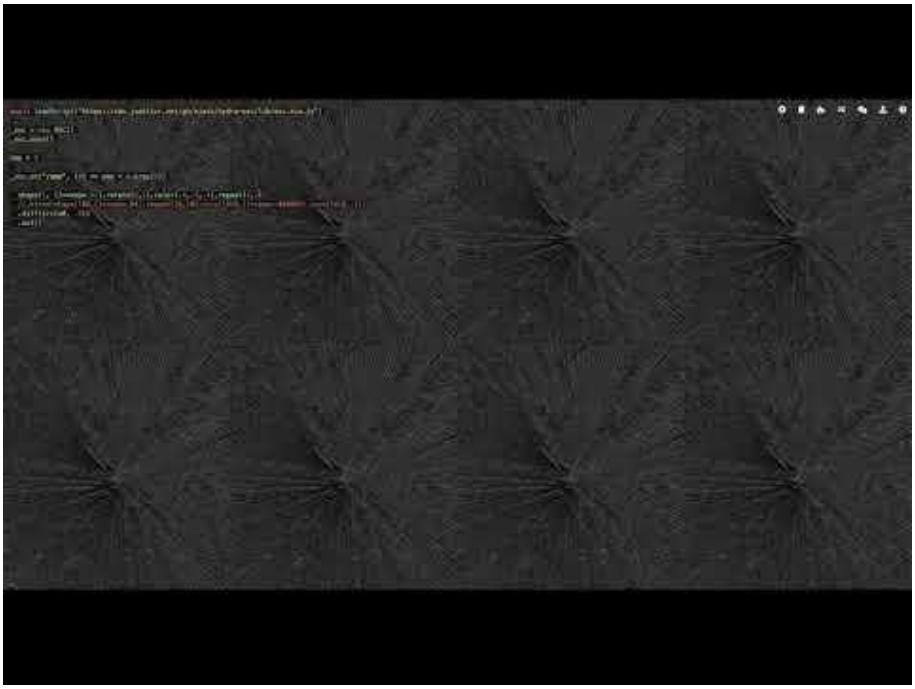
```
xfadeIn 1 4 $
stack[bass_s,dr
2]

once $ s
"prep:1" #
speed 1.23 #
gain 1.28
```

Visual / audiovisual



See more fractals here



Live-coding audio-reactive visuals with Hydra

See also my best VJ loops in 1080p

Improvising with shaders

Appendix

During my journey, when I was exploring and trying various disciplines of computer science, I finally managed to create my GitHub site, which I regularly maintain to match my current results of artistic pursuits.

Complete list of works

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