

## PERSONAL DATA

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KEYWORDS: coder, improviser, sound artist

## EMPLOYMENT

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2011 - .... **Société des art technologiques [SAT], Montreal** - Research developer  
2008 - 2016 **Matralab / Concordia University, Montreal** - Research assistant to Sandeep Bhagwati, Canada Research Chair for Inter-X Arts

## EXHIBITS, WORKS AND LIVE PERFORMANCES

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### SOLO:

- 2021 **The Mill** - sound design for an emotionally interactive online play. Performed online, May 2021 **Alt F In Front Of the Body** - DMI improv staged in Hubs with [Dirk Stromberg](#) and [D. Andrew Stewart](#). Premiered at [MIME2021](#)
- 2020 **perrippleyear** - *a musical immersive work for N musicians comprovising remotely in a virtual environment*  
**mimoidalube** - *video game piece* for T-Stick - Montreal, [improv@CIRMMT](mailto:improv@CIRMMT)
- 2019 **Fadeferra v2.0** - *video game piece for electric guitar* - performances at Stanford, CA, Portland, OR, Seattle, WA
- 2017 **Airrors** - Full length album, Silent Records
- 2016 **Looperred** - Short film – 16m
- 2014 **[\*]nScape** - Short film – 8m56s – Selected for 1 st Drone Cinema Festival – Curator: Kim Cascone
- 2013 **[IR]Rationnel II** Interactive audio-visual work with video tracking of flash lights. Nuit Blanche de Montréal, Goethe Institute
- 2010 **[IR]Rationnel** Interactive audio-visual work with video tracking of people. Science Center, Montreal

### GROUP:

- 2020 **perrippleyear** - *a musical immersive work for N musicians comprovising remotely in a virtual environment*

- 2015 **Touch & Flurry** – Mois Multi, Montréal Nouvelles Musiques, Currents New Media festival A improvisation for Intonaspacio controller and The Pipe robotic instruments by Productions Totem Contemporain, première at Festival Mois Multi in Québec, presented at Festival Montréal Nouvelles Musiques, Currents Festival Santa Fe, New Mexico
- 2013 **Re-Collect** - in collaboration with Jane Tingley. <http://janetingley.com/re-collect/> - Interactive sound sculpture, exhibited at CultureHub, NYC, Refest festival, Currents Festival 2014, Santa Fe, New Mexico, ISEA 2014, Dubai, UAE, Toronto Nuit Blanche 2015, CIRCA Gallery, Montreal, Maribor, Slovenia (Kibla/Kiblix & Risk Change), Krakow, Poland (Audio Art Festival 2016: [audio.art.pl](http://audio.art.pl)) <https://vimeo.com/89746438>
- 2013 **Waterfall Music** in collaboration with Nicolas Bouillot, Zack Settel, Emmanuel Durand, Alexandre Quessy Network music performance with visuals, Graz (AT) & Montreal (CA) <https://vimeo.com/67420584>
- 2010 **Aire d'un tout** - with Andrée Préfontaine - Interactive installation based data sonification and visualisation, Axeneo7, Gatineau.
- 2009 **Des Histoires Personnelles** - with Alexandre Castonguay - Interactive table with a tangible interface to interact with banks of images and videos, Biennale de Montréal 2009 <http://www.youtube.com/watch?v=Jasi-lPHXEQ>

## PUBLICATIONS AND CONFERENCES

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- 2019 **Rapid Prototyping of Immersive Video for Popularization of Historical Knowledge.** Puget, J.; Pardoën, M.; Bouillot, N.; Durand, E.; Michał Seta; and Bastien, P. *In Proceedings of the Thirteenth International Conference on Tangible, Embedded, and Embodied Interaction*, of TEI '19, New York, NY, USA, 2019. ACM
- A Scalable Haptic Floor Dedicated to Large Immersive Spaces.** Bouillot, N.; and Michał Seta *In Proceedings of the 17th Linux Audio Conference (LAC-19)*, March 2019.
- Rendering of Heterogeneous Spatial Audio Scenes.** Bouillot, N.; Michał Seta; Ouellet-Delorme, É.; Settel, Z.; and Durand, E. *In Proceedings of the 17th Linux Audio Conference (LAC-19)*, March 2019.
- 2018 **Dual Rendering of Virtual Audio Scenes for Far-field Surround Multi-channel and Near-field Binaural Audio Displays.** Settel, Z.; Otto, P.; Michał Seta; and Bouillot, N. *In 16th Biennial Symposium on Arts and Technology*, Ammerman Center for Arts and Technology at Connecticut College, New London, February 2018. 5 pages
- 2017 **SATIE: a live and scalable 3D audio scene rendering environment for large multi-channel loudspeaker configurations.** Bouillot, N.; Settel, Z.; and Seta, M. *In New Interfaces for Musical Expression (NIME'17)*, Copenhagen, Denmark, 2017.
- In Situ Editing (EiS) For Fulldomes.** Brien, F. U.; Durand, E.; Soria, J.; Michał Seta; and Bouillot, N. *In 23rd ACM Symposium on Virtual Reality Software and Technology (VRST)*, Gothenburg, Sweden, nov 2017.

- 2016 **Volumetric approach to Sound Design and Composition using SATIE: a high-density 3D audio scene rendering environment for large multi-channel loudspeaker configurations.** Settel, Z.; Bouillot, N.; and Seta, M. *In 15th Biennial Symposium on Arts and Technology*, Ammerman Center for Arts and Technology at Connecticut College, New London, February 2016. 8 pages
- Volumetric approach to Sound Design and Composition using SATIE: a high-density 3D audio scene rendering environment for large multi-channel loudspeaker configurations.** Settel, Z.; Bouillot, N.; and Seta, M. *In 15th Biennial Symposium on Arts and Technology*, Ammerman Center for Arts and Technology at Connecticut College, New London, February 2016. 8 pages
- 2009 **Freedom Squared Free improvisation in the free software world**, *eContact! No. 11.3 - Journal of the Canadian Electroacoustic Community* [http://cec.concordia.ca/econtact/11\\_3/seta\\_freedom.html](http://cec.concordia.ca/econtact/11_3/seta_freedom.html), 2009

## DISCOGRAPHY

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- 2018 **Airrors** – solo full-length album (<https://silentrecords.bandcamp.com/>)
- 2017 **From Here to Tranquility – Volume 8 (the darkened path)** – compilation featuring “doesdust” on <https://silentrecords.bandcamp.com/>
- 2016 **[\*]nScape - Drone Cinema Film Festival** sound track - <https://silentrecords.bandcamp.com/> **[\*]nScape - Drone Cinema Film Festival** (Time Machines release) - 1 hour version - <http://timemachines.io/>
- 2007 **Unisecs - Dig Your Roots - Compilation Creative Jazz** (The National Campus and Community Radio Association)
- 2001 **No One Receiving - Release of a Wandering Eyed Girl** (Grain of Sound)

## GRANTS / AWARDS

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- 2015 **Conseil des arts et des lettres du Québec** - Travel grant to Currents Festival in Santa Fe, NM (Touch & Furry)
- 2015 **iINTERFACES** – interactive art competition, porto - First prize for Re-Collect
- 2014 **Société de la musique contemporaine du québec (SMCQ)** - Commission, composition Touch & Flurry for ThePipe, Overtone Flutes and Tu-Yo Tescopiques for Productions Totem Contemporain
- 2004 **Conseil des arts et des lettres du Québec** - Grant for research and creation in media arts in collaboration with Andrée Préfontaine for Les Occupants, \$18,000CAD
- 2002 **Canada Council for the Arts** - Grant for research and creatin of a musical work- Resonances for viola da gamba, electric guitar, spoken voices and live digital signal processing, \$5,000CAD

## RESIDENCIES

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- 2019 **Matralab, Concordia University, Montreal** Elaboration of Fadeferra v2.0
- 2013 **Matralab, Concordia University, Montréal** Creation of Re-Collect with Jane Tingley
- 2010 **Paraflores at Quartier21 of MuseumsQuarter, Vienna, Austria** Research and development in collaboration with Jane Tingley for a new project Cloud (working title, became *Re-Collect*)

## EDUCATION

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- 1995 - 1998 **McGill University** - Computer Applications in Music
- 1992 - 1995 **Vanier College** - Music - classical guitar, jazz composition