

Defrag Sound Processing

De-fragmentation is a project by which data is reorganized in computer hard-drives. This is the mechanism around which gravitates this **duo project by Mario Masullo and Davide Rovito**. Dsp takes advantage of a huge variety of sounds sources such as field recordings, data errors, glitches or electronic masses, **whatever may generate sounds is metabolized, de-contextualized, re-assembled, de-fragmented and presented through new rhythmic patterns**. This approach is the basis of our art. tools such as computers machines and every kind of interface, used in a non conventional way, are able to create ultra-real sonorus microcosmos. Choosing 4/4 rhythms is far from being random. Rather, it represents an effort to create a communication pattern through which is possible to color the reality surrounding us. Moreover, such rhythm is a tribute to techno music, which over the past 10 years, has been the most notable fore runner in the field of music. **Defrag sound processing primarily focuses on sounds. In this respect, noises are the most frequencies-rich sound**. Today taking advantage of sound processing techniques, it is possible to turn random noises into an endless variety of sounds. This is primarily due to technological innovations, which are the corner stone of a new digital aesthetics. A new minimalism wave is emerging and it permeates the physical stricture of sound, it influences the way artists compose music, stressing the importance of repeated sounds and minimal variations.

Music is a way to express silence. In this respect, digital technologies create a new relationship between silence and music. **Digital silence is the true silence**, contrary to analogical silence, it has neither hisses nor crackles, it is a simple mathematical zero.