

OWEN LLOYD / REPEAT TO FADE

COMPOSITION, SOUND ART, AUDIO INTERACTION AND RESEARCH

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I am a composer, sound artist and researcher, with 19 years experience of working in large teams, to tight deadlines for high profile projects.

EDUCATION

2008 - 2015: PhD Sound Art, Bath Spa University

2004 - 2006: MA Creative Music Technology, Bath Spa University

1991 - 1994: BA (Hons) Fine Art, University of the West of England

SELECTED RESEARCH

CRYSTALLOGRAPHIC COMPOSITION 2016 ongoing

This collaboration with architects and chemists at Cardiff University explores creative opportunities within crystallography.

I AM A PAINTER 2010

I am a Painter is an aleatoric film installation with an indeterminate structure that edits itself, and its soundtrack, according to a simple set of rules. First shown at Exeter Phoenix in 2010, also at the Seeing Sound 2 symposium in 2011 at Bath Spa University.

BUILDING MATERIALS 2010 ongoing

A series of realtime installed audio compositions, first shown at Exeter Phoenix, using sounds and events within the arts centre (UK). It won the Exeter Phoenix Digital Art Commission 2010 and was presented at 'Open Forms' research symposium at Bath Spa University.

RUCKBAU 2006 ongoing

Ruckbau is a generative film with accompanying generative soundtrack, shown at the Royal College of Art in their exhibition Moving Frame, part of the 2006 London Design Festival, Seeing Sound symposium in 2009 at Bath Spa University.

GAZ 2008

Composition performed at the [EuCuE](#) series of concerts at Concordia University, Montreal

DROP SPIN FADE 2006-7

A physical/virtual interaction space where sounds are panned in 3-d space, shown as part of the [Future of Sound](#) tour

SARAJEVO VERTICAL 2004

Experimental film made with Toby Cornish, shortlisted for the Leo prize at the [Braunschweig Film Festival](#)

LECTURING

I teach Composition at both undergraduate and graduate level at the Royal Welsh College of Music and Drama focussing on new music and contemporary compositional methodologies. I also take seminars as part of the Composition MA at Bath Spa University focussing on my own work, interdisciplinary practice and collaboration. I have also taught at The Royal College of Art, Goldsmiths, UWIC in Cardiff, Exeter Phoenix Galleries and the Watershed Media Centre in Bristol.

MUSIC AND SOUND DESIGN

1997 - Present:

Freelance music composition, sound design and audio interaction design for a variety of clients and award winning projects including works both online and offline, exhibition installations, film scores and television. Selected projects are below but as they are too numerous to include here, all projects are detailed or are available to view on www.repeat-to-fade.net

[SAMMY SCREAMER](#) 2015

The first parenting product to come from the [BleepBleeps](#) stable

[CARTE NOIRE INTENSITY](#) 2013

An interactive window that changed people's appearance and surroundings

[KACARE](#) 2012

A 21 metre long interactive projection surface in Saudi Arabia

[MAKEGO](#) 2012

Makego turns your iPhone into a toy vehicle, encouraging fun, open ended collaborative play between parent and child

[LINKEM](#) 2010

One of the SuperMe suite of games, released in standalone version for iOS and Android

[LAUNCHBALL](#) 2008 Permanent

An online and kiosk based educational game to teach physics concepts, commissioned by the Science Museum

CORPORATE CLIENT LIST

Adidas, Sky, MTV2, Aiwa, The Sunday Times, SonyEricsson, Sony Playstation, Habitat, Mitsubishi, Lexus, Mercedes, Panasonic, BBC2, Motorola, Intel, Red Bull, Channel Four, Nike, Peroni among others

AWARDS AND RECOGNITION

Many of the projects I have worked on have gained a high level of peer and public recognition. Selected examples are below and more can be found [here](#).

[BMW ULTIMATE TRACK](#) 2012

Lovie Awards 2012 - Best Tablet Game, Bronze Award

[SUPERME](#) 2010 - Guardian MEGA award - Technology for Social Change

[LAUNCHBALL](#) 2008 Permanent

Eurobest - Gold Winner, Games

SXSW - Winner, Best of Show

Museums and the Web - Winner, Innovation

SKILLS

Music composition, sound design and sound editing. Audio interaction design and implementation. Audio recording, field recording. Audio visual system programming using Max/Msp/Jitter. Editing to picture for film, television and advertising. Music mixing/mastering. Music and audio consultation both in terms of creative direction and system design. Project management, strong organisational skills, a high degree of collaborative and teamwork skills allied to a good independent and self motivated work ethic. Strong presentation and public speaking skills.

INTERESTS

I am an avid consumer of media in many forms. Music, art, film, literature, games and many more, fight with children's toys for household supremacy. To relax I like to cook, play tennis and get out into the countryside to peer under stones with my sons.