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Artist Statement

Vincent Glanzmann is a drummer, sound designer, and creator of carefully designed mixed-media artworks.

His focus is on exploring synesthetic non-linear connections among various mediums, emphasizing the perception and emotional resonance rather than mere understanding. His work tries to promote personal inner dialogs and processes in the audience, looking for that balance between depth and joy.

Between 2006 and 2014, Vincent Glanzmann pursued studies in drumming, performance, and pedagogy with a focus on jazz in Luzern, finishing with two Master degrees. Since then, he has continued his education through self-directed learning and close collaboration with a diverse network spanning different artistic realms and continents. From 2022 onwards, he has pursued academic development in Electronic Music and Design at the Zurich University of the Arts.

Since 2014, Glanzmann has been active as an independent artist, contributing his talents on a national, international, and intercontinental scale.

B i o g r a p h y

*1983 Tokyo (Japan)

Vincent Glanzmann's designs, performances and releases reveal an intimate and caring devotion to detail and aesthetics - possibly one of the more apparent ways in which Japanese culture has influenced him and his art. The Tokio-born and inter-continentially active sound artist, drummer, designer and art director is currently based in Zurich, Switzerland. The open nature of his work as both a performer and designer has led him to a multitude of collaborations with a broad spectrum of artists within contemporary music, visual arts, dance, immersive theater, fashion and literature. His work has been shown in underground offspaces, squats, galleries, museums, festivals, opera houses as well as the Paris Fashion Week.

There is a curiosity and playfulness that distinguishes his concepts and contributions to the progressive artistic scene. His ceaseless creative energy and communicative way of designing and drumming often includes unique approaches, improvisation and alternative techniques designed to fit the present situation. His mind and craft thereby being flexible enough to find a home in many performance disciplines as well as cross-cultural and cross-industry collaborations.

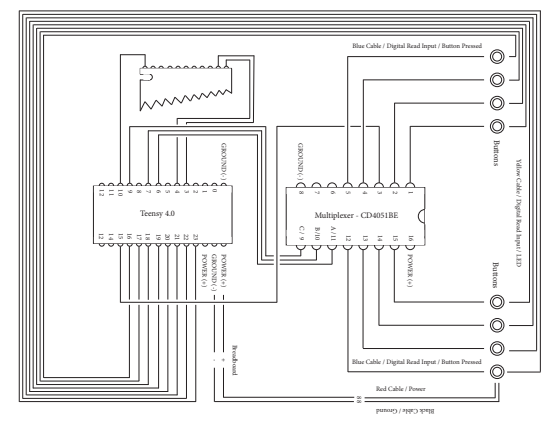
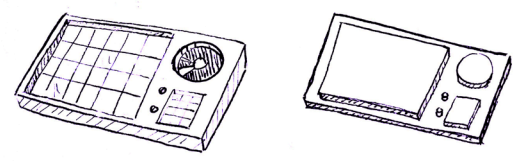
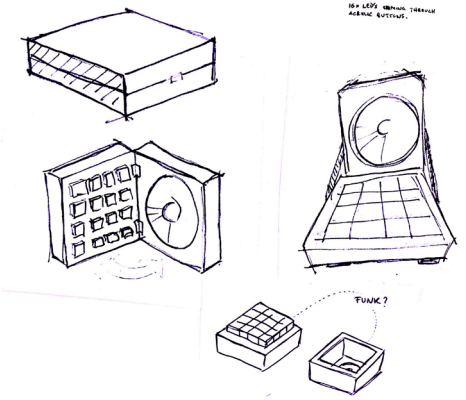
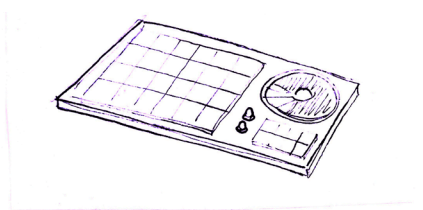
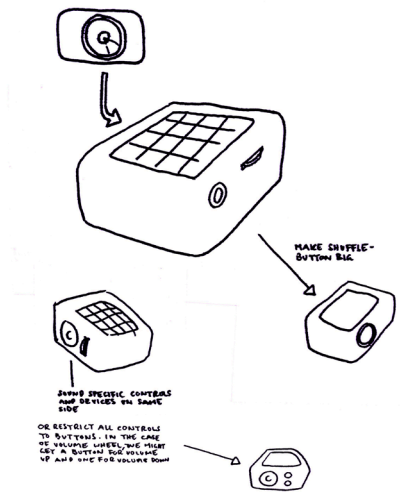
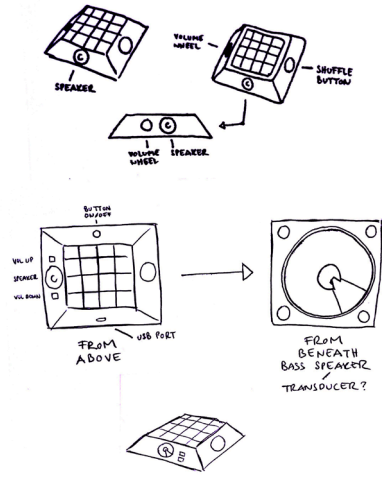
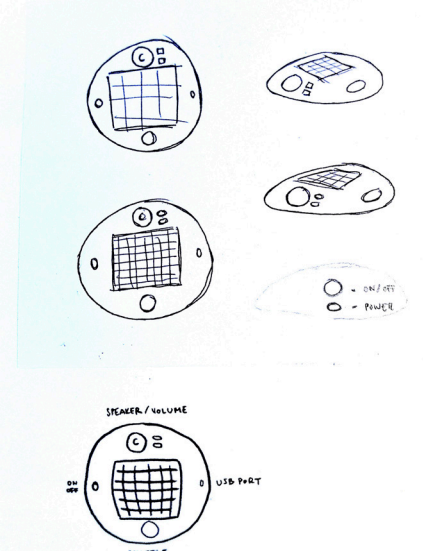
Through his own interest in the human body, he has become involved in the field of contemporary dance. He has written and performed several compositions for contemporary dance companies and balets in Europe. Many of these took place in collaboration with the Berlin based choreographer Georg Reischl.

In his electro-acoustical solo work, he is primarily interested in cultivating a personal and intimate musical language / logic as well as investigating compositional and performative ideas. After his carefully designed, second solo album Z/Rzw-Shiiiiiii (2018, TSOM) he has followed up with his third solo record SZSHH (2022, esc.rec) in dedication to choreographer Sasha Waltz. The records release show took place as a sight-specific, immersive, audio-visual exhibition in an illegal wine distillery.

He obtained a Master of Arts degree in music (performance jazz) at the Lucerne University of Applied Sciences and Arts in 2012 and has operated as a freelancer and independent artist in Europe ever since. In December 2016, he was the Artist in Residence at the city's jazz club Moods in Zurich and in 2017 the city of Zurich honored him with the cultural award "Werkjahr". As of 2023 he is a recipient of the Arvore Foundation's living cost contribution.

Next to being a Board Member of the Moods Club Zurich he is also engaging himself in a voluntary capacity as a member of the Moods Musicians Council. Apart from that he is also a member of the multi-functional organisation Through States of Matter. He has been one of two co-organisers of the concert series Seismogram in Zurich, and functioned as a part of the Unerhört festival's Advisory Board. In these above mentioned contexts, he considers it important to support progressive Swiss musicians by means of compassionate activism.

S o u n d
M e m o r y



Project / Motivation

Sound Memory

The Sound Memory, created by Tokyo-born Swiss artist, sound designer, and drummer Vincent Glanzmann, is an innovative take on a classic game with roots in Japan. Historical versions of the game date back to the 16th century, where players matched pictures painted on shells. The Sound Memory is a carefully designed memory game that revolves around matching sounds instead, thereby shifting the game's focus to the senses of hearing and touch.

As both an artist and a board member of the internationally acclaimed Moods Club in Zurich, Switzerland, Vincent Glanzmann is constantly confronted with different cultural realities. He has an interest in exploring how communication and understanding between cultures can be fostered while maintaining the integrity of all sides. By recording typical sounds from Switzerland as well as Japan, the Swiss artist with a Japanese background would focus on creating sonic ambassadors for both countries, making the project a situationally relevant one and creating a sonic space for international relation and diplomacy.

By successfully completing the game - finding all the matches - players experience a short percussive track by the artist himself. This cameo appearance highlights the potential for fostering new cultures by understanding and merging existing ones or reinforcing present ones. It also hints at the play- and joyful nature of participating in a positive recreation of the world.

The gameplay

1. Presenting a set of sound pairs, which could be related to a theme, a concept or a specific locations.
2. Allowing these sounds to be triggered individually from a device, adding an interactive element.
3. Participants take turns triggering individual sounds, aiming to locate matching sounds.
4. Upon triggering a sound, players must listen attentively to the sound produced and then seek the corresponding sound by pressing another button.
5. If the activated triggers produce matching sounds, they become inactive for the remainder of the game. If not, they remain active, and it's the next player's turn.
6. The game continues until all sound pairs have been successfully matched.

Education

The project aims to transport specific knowledge through sound, raising awareness about both differences and similarities among individuals and cultures nearby or in remote places.

There could be different educational levels depending on age. As an example, for kindergartners, the project might aim to help them learn about the world around them as well as the one beyond their immediate environment. For older students, hearing education could be integrated into primary and secondary school curriculums. This aspect is being developed in collaboration with the Lucerne University of Applied Sciences and Arts (HSLU) in Switzerland.

The goal is to make the world smaller in a sustainable way while digitally expanding it.

The project is supported by a research funding from the cultural department of the city of Zürich, Stadt Zürich, Ressort Jazz/Rock/Pop on the 18. April 2024.

Inclusive future society

A key feature is a standalone game designed to function solely through sound and touch. It is being developed for and with blind individuals in cooperation with the Swiss foundation Brändi, which also functions as a game developer for the blind. While the main game is intended for play at the kitchen table in small communities, For Expo 2025 our aims are to feature a larger version where people can experience the game in a more physical way by stepping on a board roughly 1.5×1.5 meters in size. Additionally, an online version may promote global cooperation. This activity raises awareness among the sighted and sensitizes them to the often overlooked senses of touch and hearing. Thereby the Sound Memory desires to work towards a more inclusive future society.

Re-emphasising community - the augmented human

The project emphasizes experiencing art and knowledge collectively in a social context, primarily through play. It focuses on bringing people together to build a sense of community while raising global awareness through experiencing the same sounds together and assigning meaning to them. These sounds are designed and chosen to represent various cultural surroundings, creating a common experience that fosters a shared understanding of the world. For the Expo 2025 the combination of sounds would focus on the cultures of Japan and Switzerland.

Sound Memory uses technology to augment humans by re-emphasising communal experiences. Thereby enhancing the social and joyful aspect of the human experience and our collective evolution.

Sustainability

The project prioritizes sustainable materials to encase the required technology. Driven by an interest in working with materials based on algae, the project is currently exploring production possibilities Japan.

By experiencing the world through sounds and playfully bringing these to the sound memory players, they can immerse themselves into new worlds sustainably without the need for travel.

V i s u a l Documentation

Visual Documentation of Project History

Funding / Honorary

Project (Selection)	Funding	Dates
Vincent Glanzmann	Arbeitsbeitrag: Sound Memory - Stadt Zürich	2024
Vincent Glanzmann	Stipendium - Arvore Stiftung	2023-2026
UASSYN	Prioritäre Jazzförderung – Pro Helvetia	2022-2024
Sc'ööf	Prioritäre Jazzförderung – Pro Helvetia	2021-2024
Vincent Glanzmann	Solo Album „SZSHH“	2022
Vincent Glanzmann	Arbeitsstipendium „Kunst-Partitur-Buch --<°> ^ .°-s-^“ Stadt Zürich	2022
UASSYN	Arbeitsstipendium „Work in Progress“ Pro Helvetia	2021
UASSYN	Residency Moods Club (ZH)	2021
Vincent Glanzmann	Arbeitsstipendium „Die unreine Situation - Installation“ - Stadt Zürich	2021
Vincent Glanzmann	Solo Album „Z/Rzw-Shiiiiiiii“	2018
Vincent Glanzmann	Werkausstellung Stadt Zürich - Helmhaus	2018
Vincent Glanzmann	Werkjahr der Stadt Zürich	2017
Vincent Glanzmann	Artist in Residence - Moods Club Zürich	2016

Honorary Position	Institution	Dates
Board Member	Moods Club Zurich	2021 -
Musician's Council	Moods Club Zurich	2016 -
Advisory Council	Helsinki Klub, Zürich	2022 -
Advisory Council	unerhört! Festival, Zürich	2018-2020

C o n t a c t

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