YIQING ZHU
DeepBlue
2020, premiere, commissioned by impuls

A "*Grayscale*"is one in which the value of each pixel is a single sample representing only an amount of light, such as black and white.
But on the other hand, "*Deep color*" consists of a billion or more colors.
Sometimes we can't recognize the "*deep color*"*(true color)*, simply because the color is too *deep*(dark) for us humans.
According to human perception, blue with very low lightness will be regarded as gray-black, and blue with low saturation will be regarded as gray. In this sense, *"deep(dark) blue"* and *"deep(true) blue"* have completely opposite meanings.

DeepBlue is deeply influenced by different musical languages and elements, especially by that of Jazz, rock 'n' roll and b-box. In terms of humanity and neurostimulation of the brain, the gap between these pop music and new music is getting less and less in my *Deep* Mind.
As an asian, the music concept *deep* in my soul is gentle and delicate, my perception of rock music is actually a cultural "misreading". however, I do hope this "misreading" can give birth to a different auditory experience, just like Debussy's "misreading" of eastern music.

In the field of computer science, Deep Blue was a chess-playing program developed by IBM.
In my piece "DeepBlue", I used a lot of "electronical" electronic music elements by sampling concrete sound as well as generating sound waves, in order to pay tribute to the typical personality traits of the information age: madness, indifference, catharsis, depression.
Warmth appears from time to time, but it's usually short-lived.
DeepBlue is also deeply influenced by the live-electronic music: deeply "processed", deeply "reverberated", deeply "filtered" and deeply "delayed".

Leave a deep impression, then use that *DeepBlue* to indulge it.

Yiqing Zhu at Soundcloud