



SoundActs • Conference & Workshop

Aarhus 23-25 September 2010

<http://www.ak.au.dk/en>, <http://www.auditivculture.ku.dk/>,
<http://www.ambiances.net>, <http://www.urbandsound.org>

WORKSHOP WITH URBAN SOUND INSTITUTE

Friday, September 24 2010 (Meeting place: Foyer/Room 118)

Preliminary information on

1. Explorative workshops
2. Presentation of sound art projects in sessions
3. Exhibiting sound art works outside sessions

1. EXPLORATIVE WORKSHOPS

The explorative workshops have an interdisciplinary, investigative, art and practice based approach with focus on the interaction between sound art and the urban environment. Workshop leaders cover competences in musical performance, sound art, sound design, applied acoustics, digital techniques, architecture and urban design. The workshops use on-site sound installation experiments as the main investigative method. Two interacting themes stand at the centre:

Theme A: Staging Space and Sonic Environment: How can we use sound installations to create sonic places with stronger identity, to enhance urban sonic contexts or generate added meaning? How can long term installations be related to aspects of contemporary public space such as change, interaction, shared use, individual-collective territories etc.? What are the main differences when creating long lasting sound installations compared to short sonic events in the urban environment? Can we talk about *sound architecture* or *sonic urban design*, as something different to *sound art*? Are there criteria connected to site-specificity (e.g. space, time, culture, function) that are a prerequisite in order to be successful when making sustainable sound installations?

The workshop will create layered sonic spaces at two sites on the university campus. The aim is to stage and enhance qualities of the sonic environment through artistic articulations and interventions. One focused space will be constructed by using satellite dishes and sub-bases. Another space will be set up as a sequence of loudspeakers. The experiments will span from urban sonic architecture to sound art. We will record material from the environment, manipulate and mix it with an overall recording, and stage the compositions at the two sites.

Theme B: Re-contextualising urban noise as sonic qualitative material – How can urban noise, as a sonic material, be used in sound installations? How can we bring forth hidden qualities in urban noise? How to extract and model variations of urban noise, by developing musical-architectonic-acoustic qualities through artistic experiments and installations? Are there musical or architectonic qualities that can be discovered, if given special attention and remodelled into the urban context? Can such modelling, on micro or macro level, promote a deeper understanding and experience of the urban sonic environment? And how can it, as in theme A, interact with the social aspects of the sonic environment?

The workshop will create a multiple sonic space at one or two sites on the university campus. The aim is to enhance, restage and compose qualities and fragments of the sonic environment into sound art works. We will record material from the environment, manipulate and mix it with other sonic materials – possibly from the participants' own sound art works – and stage the compositions as spatial sonic sculptures using small loudspeakers.

Workshop schedule in detail, Friday September 24 (with reservation for minor changes)

1. 10.45-11.15 Welcome + presentations of participants (room 118)
11.15-11.45 Presentation of USIT working methods, and the main objectives and contents for the workshop (room 118)
11.45-12.15 Getting started + recordings
12.15-13.15 Lunch + discussions (Foyer)
2. 13.15-14.30 Group a) Focus on Space and Sonic Environment: Enhancement of space – reinserting new material to the sonic environment (including staging of results)
13.15-14.30 Group b) Focus on artistic qualities in the Sonic Material: Developing the recorded material (including staging of results)
[Including short break 14.15-14.30]
3. 14.30-16.30 Group a) Focus on Space and Sonic Environment: Enhancement of space [continued; including coffee break 16.00-16.30]
13.15-14.30 Group b) Focus on artistic qualities in the Sonic Material: Developing the recorded material [continued; including coffee break 16.00-16.30]
4. 16.30-17.30 Joint discussion on results at staged sites
5. 17.30-18.00 Presentation on sites for conference participants
6. 18.00-19.00 Break before conference dinner

2. PRESENTATION OF SOUND-ART PROJECTS IN SESSIONS

Some of the paper sessions will be dedicated to the presentation (20 min) and discussion (10 min) of sound art projects in urban contexts. These projects should have an investigative dimension, or promote research discussions, connected to the workshop themes A-B, as indicated above, or to the conference topics in general.

Sessions: See conference program. Persons presenting works are requested to bring their own computers.

3. EXHIBITING SOUND ART WORKS OUTSIDE SESSIONS

It is also possible to exhibit sound-art projects during the conference, outside sessions, between panel discussions. Such proposed projects can, for instance, consist of sounding sculptures, films or loudspeaker installations and may be staged in the lecture halls or other suitable indoor/outdoor space at the campus. Exhibiting works in this mode can be made in addition to participating in workshops or presenting projects in sessions.

All exhibitions of sound art work will take place in the large auditorium during conference breaks according to a separate schedule available at the registration desk.

Contact & Questions:

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