

# Cyberonica AV Lab

## Future Of Sound

### De La Warr Pavilion

#### Saturday, 22nd November 2008

**Bruno Mathez - Beam Music**  
North Stairwell - First Floor  
5.30-10.30pm



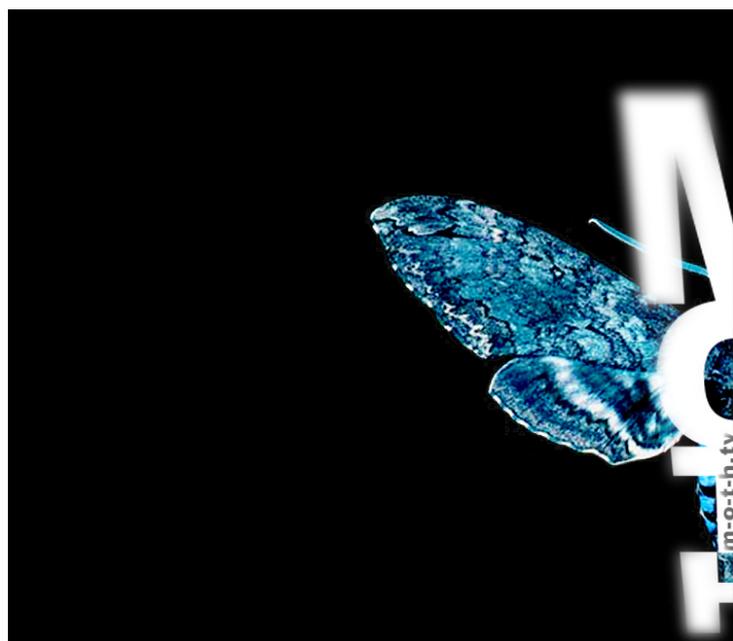
Beam Music demo in the De La Warr pavilion attic

Beam Music is a light and sound installation that turns the First Floor North Stairwell landing of the De La Warr Pavilion into a musical in which the performers are the parts of the space. Within the environment each element of the architecture becomes a musical light - and one after the other you can see the window frames, chrome railings and other elements of the fixtures and fittings play music together.

Bruno uses a videoprojector to create a projection mapping the diverse elements of the space. The video projector is used as a 'digital gobo' and each object is lit very specifically to give the illusion that light is coming from 'inside' the object. Each lit object has its own sound that it 'plays' when turning into light. Each 'light-musical-object' has a chosen sound in connection to their location in the space - which turns the stairwell into a large scale light instrument - which then combine to play a musical piece.

In 'Plinth', Orpheus and Eurydice's return from the underworld is told using the shapes and surfaces of the Pavilion, with the journey beginning at the point where a sculpture of the Greek goddess Persephone would have stood (according to the original building design), and leading to a conclusion on the roof terrace. Audio recordings made in the building using a variety of sound-capture techniques and digital manipulation played back on 3 floors of the building led by light-projected Modernist animations designed exclusively for the De La Warr audiovisual performance and projected wirelessly from two performers - each equipped with a wearable projection system. By bringing this story to life as a digital sculpture, with the Pavilion its 'plinth', the audience can experience an alternate take on the finishing touch that Erich Mendelsohn and Serge Chermayeff - the architects of the De La Warr Pavilion - never realised.

**Ed Firth, Shaun O'Connor & Kristi VC - Plinth**  
Throughout the building  
Performance lasts 8 mins - at 5.45, 6.45,  
8.45pm



'Marbles' is a sound and visual piece which represents the people in the De La Warr Pavilion at the Future Of Sound showcase within the Second Floor of the architecturally significant North Stairwell. Sensors monitor people as they enter and move about the space and represent their presence as particles bouncing in Brownian motion - the screen is the container for the dots which will also react to the motion and presence of the audience. Each particle emits a unique soft harmonic note on impact with another dot or wall. When the venue is busy the screen will be a vibrant chattering bubbling matrix. When the space is quiet the screen will be will also reflect this absence. Marbles also echoes the circular found in the architecture.

**Gavin Morris, Barry Murphy & Shaun O'Connor - Marbles**  
**North Stairwell Second Floor**  
**5.30-10.30pm**



**Sabine Vogel - Strandspiel**  
**Cafe Balcony**  
**5.30-10.30pm**



Strandspiel is a binaural composition created by Sabine during her visit to De La Warr Pavilion. She combines her piccolo playing with field recordings of the sea and the beach to create a sonic collage. The piece is listened to on wireless headphones - attached to two deck chairs on the De La Warr Pavilion Cafe Balcony - for the FOS audience to listen to the work.

*"Always attracted by the sea I took my binaural microphones and my piccolo flute and went down to the beach. I loved the sound of the pebbles, which are quite typical for the beaches of Southern England - and so I started to play with them. Then I stood by the sea, playing the piccolo, breathing with the waves, talking to the sea. Later I walked a set distance back and forth - sometimes slower, sometimes faster - each time playing a different sound/ tone on my instrument. Because of the wind, my embouchure was occasionally distracted and because of that, the sound changed. It was a very physical experience. The wind affected my breath and influenced my playing. I edited the recordings, layered them and put them together in this piece."*

Boredbrand's Digital Funfair combines new media, dance music, film and stuff found lying around in the street to create an experience which people will remember for a long time. The AV Arcade Table is a simple hybrid, a tabletop arcade cabinet that has been converted to run Vjamm, the best Audio Visual VJ Software by miles! Using the joystick and buttons 2 people can trigger audio visual samples and create beautiful collaborative audio visual collage/a chaotic mess\*\* (delete as appropriate!).

**Boredbrand's Digital Funfair - AV Arcade Table**  
Featured in SoundWaves - Cybersonica's 07 sonic art exhibition in collaboration with Kinetica Museum  
**Ground Floor - under the South Stairwell**  
**5.30-10.30pm**



## squidsoup - Freq 2

Commissioned for Cybersonica 06

Second Floor South Stairwell

5.30-10.30pm



Freq 2 is part of an exploration into plastic audio waveform generation, or “drawn sound”. Users are able to use their whole body as an interface through which to create and control sound. As audio waveforms are essentially comprised of a line, webcam technology is used to capture the outline of the user’s body as they move through space. These waveforms are then instantly audible as realtime sounds. As playback is immediate and dynamic, Freq 2 allows us to perceive our very movement through space in relation to the wave formations of sound.

## About Cybersonica AV Lab

The Cybersonica AV Lab was a week-long residential creative & practical workshop exploring sound, moving image, art and technology - funded by the National Lottery through the Arts Council England. It took place at The Basement, Brighton from Sunday, 2nd - Sunday, 9th November 2008.

The AV Lab brought together a group of 13 participants, a delivery team of active practitioners and a mix of guest contributors from the Cybersonica/Future Of Sound networks with unique outlooks and specialist skill sets. The workshop made practical use of the Illustrious 3D-AudioScape surround sound system, Lighthouse’s training expertise, network and resources and numerous examples of the creative application of technology in immersive media and convergent art.

The AV Lab aimed to:

- focus on live, audiovisual performance that explores crossdisciplinary collaboration and the use of new technologies;
- create a framework in which musicians/DJs/electronic music makers and visualisers working in film/animation/motion graphics/photography can share their work, realise new technological possibilities, be inspired, challenged and stretched, develop new ideas and collaborate with others;
- support, document and disseminate the developmental creative process that enables this all to happen.

