16:9 intercreative sound installation

Daniel Teige and Martin Rumori

IRCAM, Level -2, Wall

16:9 is an intercreative sound installation. Using a wireless, portable interface, sounds can be mixed and freely spatialized on a speaker canvas of several square meters by painting with colors on a handheld touchscreen. The virtual painter is able to move freely in front of the canvas to interact with the acoustic painting in a tactile and playful way. 16:9 offers a projection screen for a user-generated audio painting.

Sixty-four independent speakers installed as a pattern in a large white field comprise the projection screen. Adapted to the architecture of the space, the speaker matrix is designed to be fixed on a wall like a painting. The array of speakers offers a precise placement and radiation of sound. Realistic depth effects as well as great freedom in sound positioning are easily attainable and the basis for the intercreative audio painting.

Sound recordings made in the exhibition city become source materials to produce the different sound/color textures. By exploring the city in which the installation is shown the composer seeks the character unique to the venue surroundings. By changing the character of these sounds or colors in several degrees of abstraction it is possible to experience a synaesthetic urban situation.

Perceiving the « 16:9 » means to reflect and discover an artificial situation by creating an audible image. Virtuality gets interspersed by reality. Acoustical perspectives, movements and situational moments form the base for this audio image. The visitor gets integrated as the source of action in the installation. Without action no sound will appear on the canvas. By deciding how to mix and place a color the given result will always be a unique interpretation.

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IRCAM, Level -2, Assistant's Studio

The focal point of this installation lies in the relationship between the visitors and an abstract audiovisual world, the intersection between the space of a person in a room and an imaginary geometrical and acoustical space.

Processes: An abstract world is created in real-time by the means of generative drawing and electronic sounds. The evolution of the visual and acoustical processes depends on interaction with the visitors but is also partly autonomous, using information gathered from various sources on the net. The images represent an imaginary space in which relationships between entities are visible. It's a shifting scenery with a strong graphical look; like a painted film.

Interaction: The interaction gives the visitor the opportunity to interact directly with the process by means moving in the installation. The interactive system observes the exhibition space with a camera and then extracts information from the visitor's movements and behavior to control sonic and graphical processes.

Media: Two layers of media appear in the installation: one consists of prepared footage and audio-recordings from urban and architectural spaces. The other is images and sounds from the actual gallery space. These are mixed, modified, and projected as fragments and textures into the imaginary space.

Space: The installation space is modified in such a way as to guide the visitor's attention from the actual to the imaginary space. Two images -- one large, one small -- are present, as well as an immersive surround sound system. A semitransparent screen divides the space, creating a path, which the visitor can take, from an "outside" with a single view to an "inside" where all elements of the installation are present.

http://www.jasch.ch/