
Fragmented Sound In Class Project #4

Project Objectives:

Sound art is a complex multidimensional medium situated in both physical and virtual space. We will approach it in terms of “auditory sculpture”, not necessarily engaging compositional development in terms of tonal or “musical” construction, but reconfiguring ‘found’ sound to generate a variety of aural textures and rhythms.

You will make two audio works for this exercise, Loop #1 and then choose between Loop #2a and Loop 2b.

Link to Prelinger Archives at the Internet Archive http://www.archive.org/details/prelinger_library

Screenings:

Steve Reich early loops (It's Gonna Rain, Different Trains, Come Out, Piano Phase); connections to Minimalist Art

<http://www.whitney.org/www/exhibition/steve reich.jsp>

<http://www.writing.upenn.edu/~afilreis/Holocaust/difftrains.html>

Christian Marclay mini documentary

<http://a.beining.com/blog/2007/03/christian-marclay-mini-documentary.html>

Kenneth Kirschner May 6, 2001, field recording compositions

<http://www.kennethkirschner.com/>

Henry Chopin sound poems

<http://www.ubu.com/sound/chopin.html>

Where to Begin:

Reading

<http://www.ubu.com/papers/russolo.html>

Mandatory:

Loop #1: 2 - 3 minutes

In line with Steve Reich's It's Gonna Rain, approach this loop in the following way: choose one byte of audio from a Prelinger piece you find particularly compelling. Out of the chosen sound byte you will fragment it into smaller chunks and create a texture or pattern that changes over time. Your goal with this is continuity through repetition. You are limited to one stereo channel where the left and right channel MUST be the same piece of audio.

And one of the two:

Loop #2a: 2 - 3 minutes

Construct a loop, similar to Loop #1, which specifically emphasizes a tension between chaos and order. For example, dissolution and resolution compete with each other - repetition or a sense of order begins, pulls apart, then establishes itself again, and so on.

Loop #2b: 2 - 4 minutes

Thinking of Marclay's Telephone construct a cultural loop, a sound piece that simply highlights the repetition that may already exist within the information presented in the Prelinger films.

Project Criteria

Loop #1 and Loop #2a or #2b

Loops no less than two minutes, no longer than three minutes

No sound effects or filters are allowed. Texture must come from how you edit the audio itself.

Turn in your exported .wav files on CD prior to start of next class

Due: start of next class