From A Whisper To A Scream

There is no such thing as an empty space or an empty time. There is always something to see, something to hear. In fact, try as we may to make a silence, we cannot.

John Cage

For this project we are going to be working with sound in space. We want you to create a sound environment. This environment can be whatever you want it to be, a space, an object, an installation a piece of furniture. The sound can be acoustic or it can be recorded, edited, montaged together. You can act as an agent, operator or performaerwithin your own space. The important outcome for the project is that it explores the relationship of sound in space creating an environment which we can all experience. For the final presentation all projects should be set up to be experienced in the Y1 studios.

Things to consider :
- what kind of sound do you want to work with ? The launch workshops should be able to help you with this.
- what is the dialogue or narrative you are creating between the sound and the environment you are designing ?
- how does the materiality, the interactivity, the aesthetic, the colour, the light of the space work in conjunction with its sonic content.
- what kind of experience do you want to create for someone in your environment ?
- think about how sound is used in cinema to create an atmosphere. Can you use cinematic tricks to design with sound to the same effect?

The aim of the project is to build and present an environment based around sound. To start the project, there will be quick practical workshops that look at different ways to create sound.

Workshop 1 : Create a one minute sound film
This will introduce sound recording and editing.

Workshop 2: Create your sound direction
We want you to develop your own sound direction. You can use whatever materials you like but there are some materials and hardware to get you going. Some possibiltiies are :
- Make a machine to make sound.
- Write a story and record it.
- Build an acoustic sound environment.
- Work with sound generating materials.
- Create an experience in which sound forms a fundamental element.

For the final presentation we would like you all to set up your sound environments in the Encyclopedie studios.

Timetable

Tues 22/09 :
Sound introduction
Workshop 1 brief : Make a 1 minute sound film
Quick review of sound tools

Weds 23/09 :
Presentation of Sound films
Workshop 2 brief: Create your sound direction
- Make a machine to make sound.
- Write a story and record it
- Build a sound environment
(w AM/DR - morning)

Thurs 24/9 :
Practical workshop w Pierre (9h-16h) :
Using sound hardware and software.
(w AM/DR - morning)

Fri 25/9 : AM : Tutorials sign up sheet
(w DR)

Mon 28/9 : Interim presentation
(AM/DR+guest tutor Laurent Novak - all day)

Tues 29/9 : Studio follow up
(w AM/DR - morning)

Weds 30/9 : Studio follow up
(w AM/DR - morning)

Thurs 01/10 : Final presentations
(w AM/DR)