

ARNÁEZ, Nicolás

Composición Colectiva I: Cubo

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[Collective Composition I: Cube]

Sound Installation

Duration: The piece produces itself while is on; the length is the organizer's decision. It can be played for several days if necessary.

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Introduction

Attempting to imitate a natural soundscape, this piece interacts with the listener in many ways, transforming him or her in composers of a whole music piece in permanent mutation.

Everyday cities' soundscapes build unexpected sounds interactions, made by the beings that share the area; these noises live in the air and interact among them in the space in unanticipated manners.

Composición Colectiva I: Cubo is an installation based in these phenomena, but here, the auditor has the chance of controlling, modeling and projecting their sounds on a three dimensional space, creating a collective composition where sounds are recorded, manipulate and throw in a interactive space, where they associate each other differently, composing music for everybody in the room.

Technical Aspects

ROOM:

- A non-wall parallel (if possible) room, able to be isolated of other areas through a door.
- Reverberance shorter than 30ms if possible.
- Dimensions: from wall-to-wall and roof-to-floor no smaller than 5mts and no larger than 10mts, if possible.

SOUND EQUIPMENT:

- 8 equal powered monitor speakers, arranged in cube configuration (if the gallery cannot provide this, the composer may be able to get them and install them)
- A condenser microphone (AKG 414 or similar) with stand. (it can be provided by the composer if necessary).
- A computer (provided by the composer).
- A multichannel soundcard able to manage at least 8 outputs, 1 input (it may be provided by the composer if necessary)
- Sound Modeler, Ambisonic Joystick and Interactive Panel devices (provided by the composer).

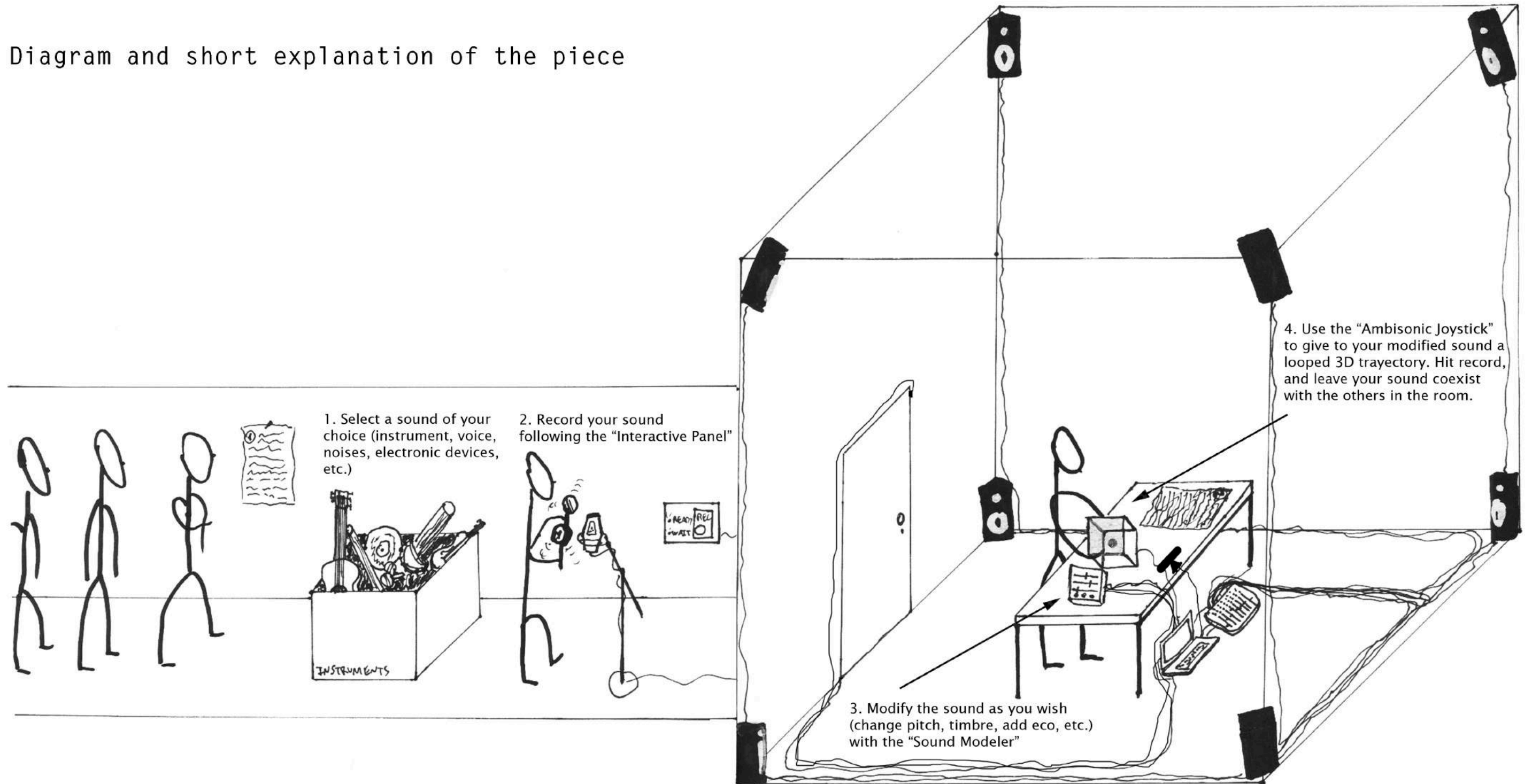
EXTRAS:

- Enough XLR cables and power bars.
- Table (close to 1.5 by 1 mts)
- Broken musical instruments, everyday elements to produce sounds.

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Diagram and short explanation of the piece



Composición Colectiva I: Cubo

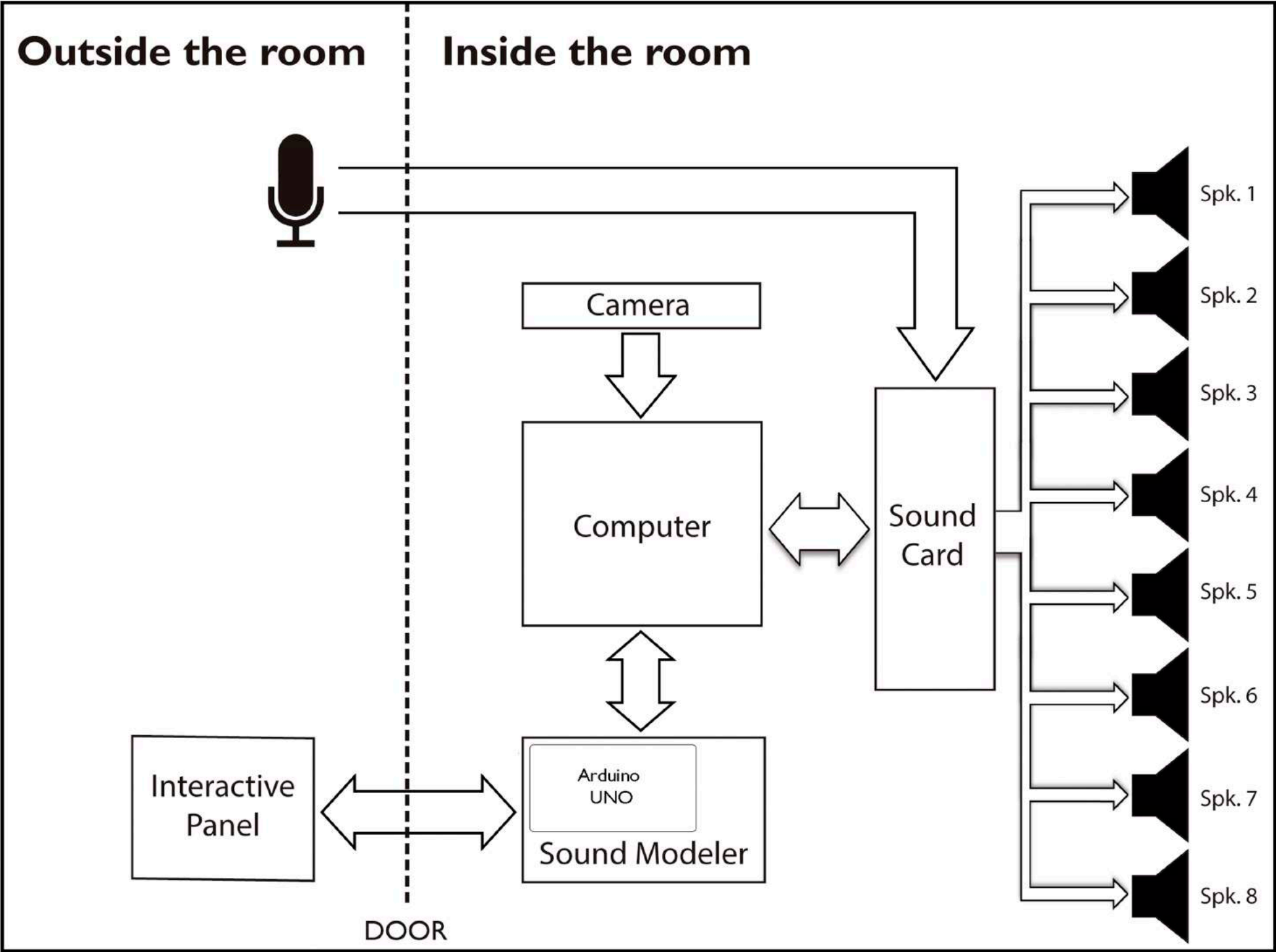
[Collective Composition I: Cube]

Devices' diagram and circuits

Composición Colectiva I: Cubo

[Collective Composition I: Cube]

Block Diagram

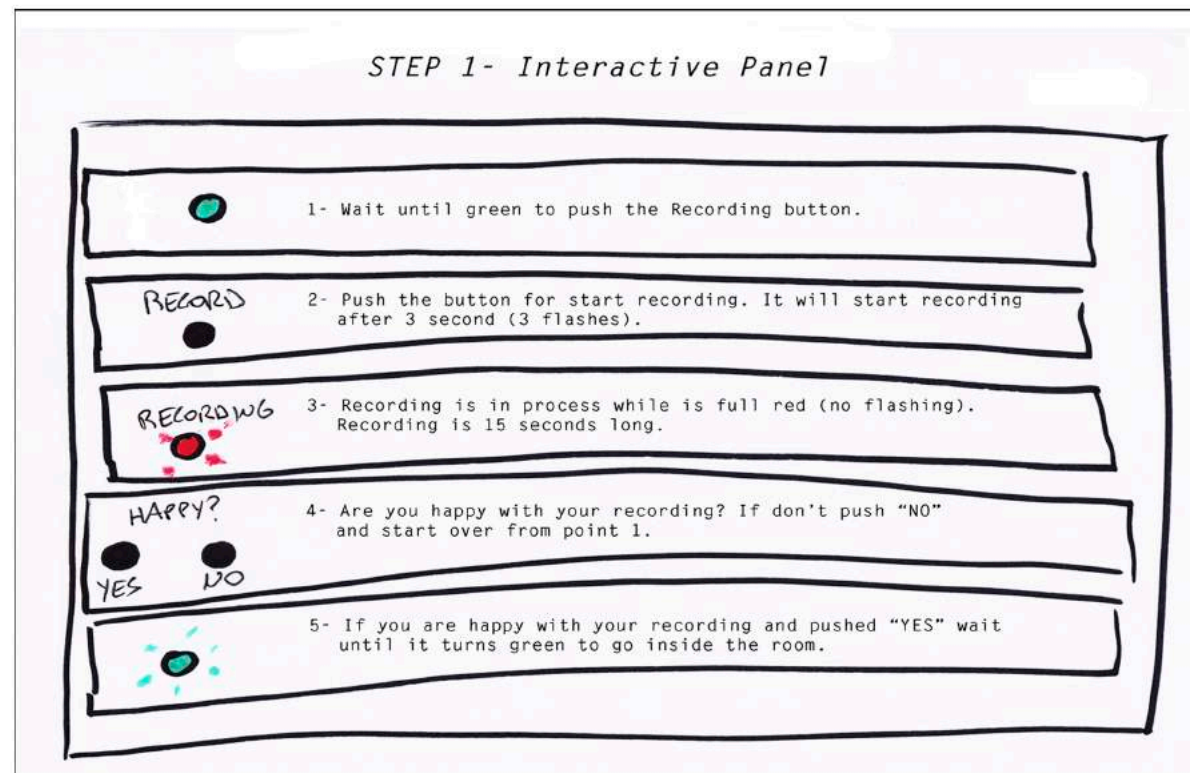


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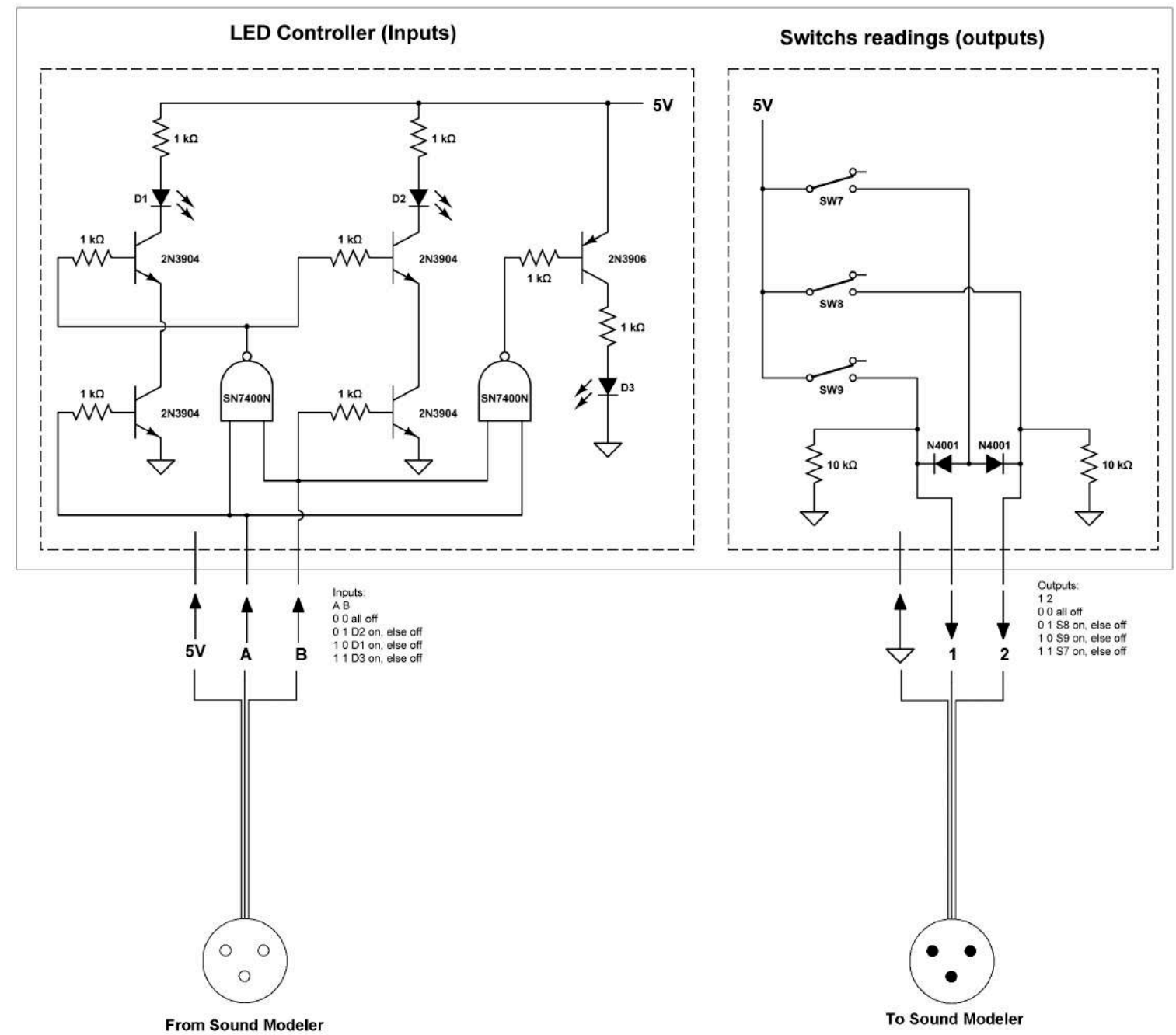
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Interactive Panel

Sketch



Circuit



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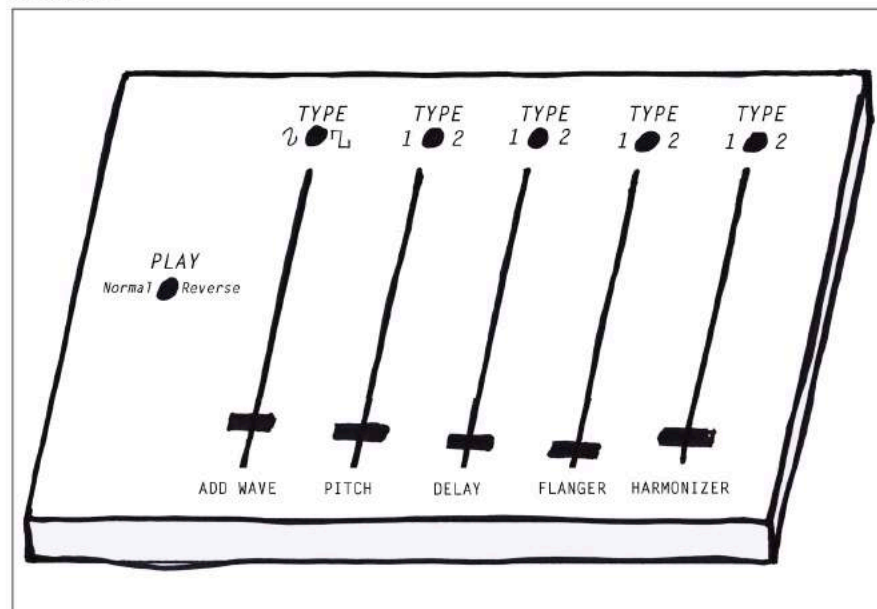
Sound Modeler

Text Besides the device

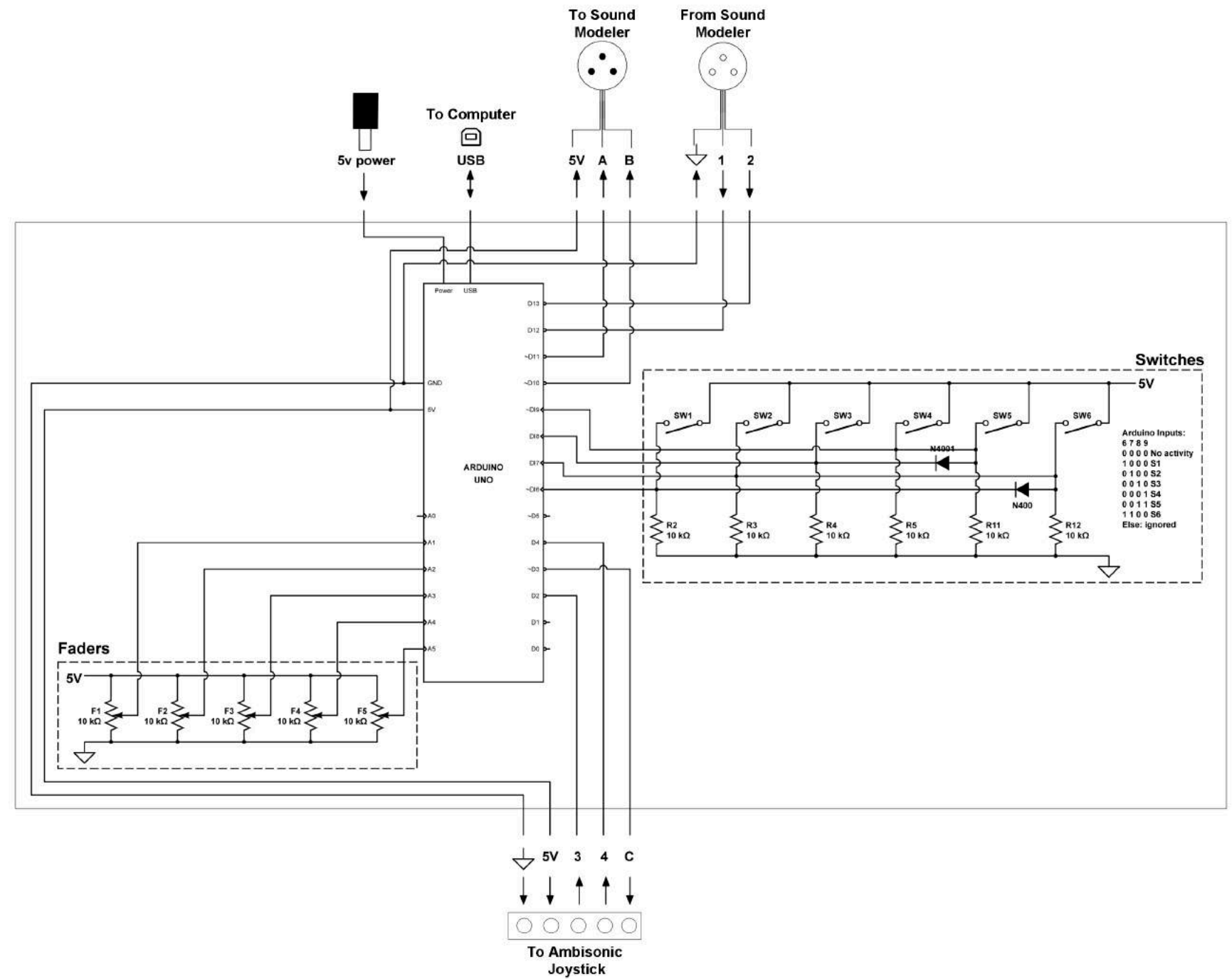
STEP 2- Sound Modeler

- 1-Move the faders in order to modify the sound your recorded outside the room, this will add to it the effect described in the label.
- 2-On the top of each fader there are buttons that allows you to switch between two different types of the same effect.
- 3-The button on the right called PLAY, allows you to play your recording normal or backwards.
- 4-When you are satisfied with the modification of your sound go to the Ambisonic Joystick.

Sketch



Circuit



Composición Colectiva I: Cubo

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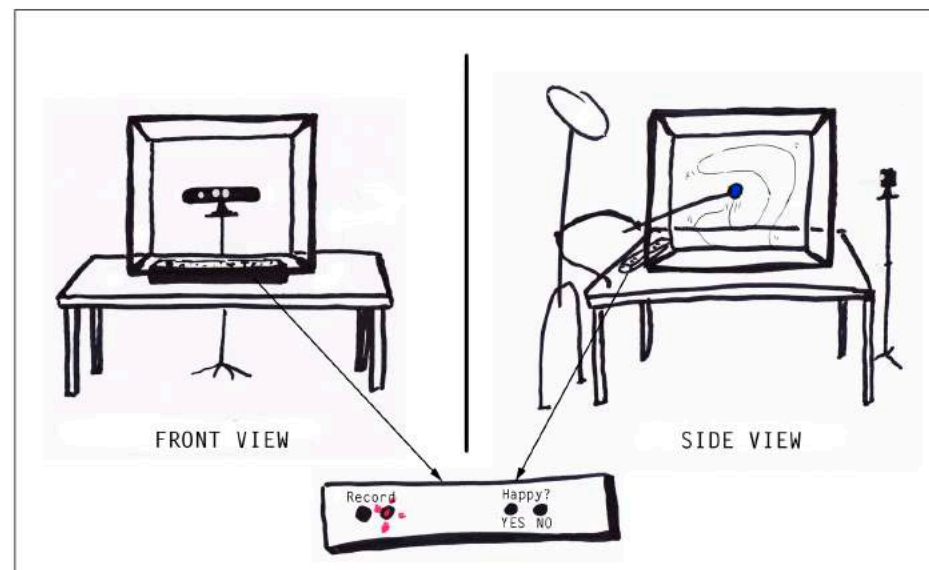
Ambisonic Joystick

Text Besides the device

STEP 3- Ambisonic Joystick

- 1-Take the stick with the blue ball and move it inside the cube, your sound will move in the room following the blue ball's movement. There are three dimensions enabled (bottom/top, left/right, front/rear).
- 2-When you find a movement you like, hit the RECORD button, you will have 10 seconds to record it. Recording will start after 3 flashes.
- 3-Are you happy with your recording? If not push "NO" and start over from point 2.
- 4-If you are happy with your recording then push "YES" and enjoy your contribution in this Collective Composition. Your sound now is part of the piece and will remain there for the rest of the day. Thanks!

Sketch



Circuit

