

# VIDEO SUPPLEMENT

## **Conversation Piece 003 Room-Scale Installation July 2003**

A young couple are having a conversation. Coherent sentences occasionally occur, but such sentences are fleeting. The dialog seems to fit the actions of the man and the woman, but that too, is transient. Through music and conversation, this installation offers an opportunity to explore what is heard at any time and place; a moment to try to make sense of the component parts of conversation, or to ignore them altogether.

This footage was shot just before closing, thus the lack of viewers. During the installation, viewers were willing to make themselves part of the piece, walking in front of the projection and absorbing light onto their clothing. Most people that gave time to the piece sat either in the middle of the floor in the main room, or to the right on the inset.

## **fall(ing). Environmental Installation November 2003**

Nature is presented as alive and captivating. The usual and unusual are encountered, with sound and image out of context. Images stretch and fall across the canvas on which it is projected. The wind is more intense and lively than the images suggest, yet the audio complements the movement of the images.

This piece serves as an early exploration for the main proposal.

## **dispersal, residue (bells remix)**

### **Audio**

### **December 2004**

A self-sampling environment, ever changing.

This is an application to further explore controlled environments strictly with audio. It was initially built to handle four microphone channels dispersed throughout a room. Sounds from the environment are then input and output in patterns based on subsets of the Fibonacci sequence. These patterns control playback speed, sample buffers and positioning in the room. As audio is recorded and played back, it begins to layer and leave a memory of itself, as the system re-records itself with the sounds in the room.

In this instance (*bells remix*), an excerpt of the audio from *Conversation Piece 003* is run through the system to demonstrate the segmenting and patterning of original sounds. As playback is controlled by sequences, nothing is completely random, but the result is a complexity that mimics the natural world.

## **In the Grasses**

### **Proof-Of-Concept Sketch**

### **for Room-Scale Installation**

### **January 2005**

Aurora Borealis. Searching for sound.

This sketch is a supplement to the proposal, as a visual explanation of how the audio and video components might interact. Please refer to the main proposal.