

Sound and Space

Introduction

This gallery space has been transformed into an interactive environment in which all visitors become collaborators and performers. By walking around and spending time in the space, you can experience the differences of sound from spot to spot and explore the ways your movement affects what you hear. Ultrasonic sensors detect your position in the space and transform the sound by subtly adjusting its tone color and source location. If you stay in the space long enough or visit multiple times, you will hear gradual changes to the sound that occur in a cycle.

There is no right or wrong way to participate. But if you're looking for help getting started, first try walking up to one of the sensors and listening for changes in the sound. Many of the changes occur slowly, so you may have to consciously adjust the speed of your movement. At certain distances from each sensor, individual tones may seem to "freeze" in space and time. If you spend time listening, you may notice a connection between individual sensors and individual tones.

We know music is a medium that exists in time, but rarely do we consider the space in which it occurs. Concert halls are acoustically designed to make the music sound the same in each seat. What if each audience member heard something different, and they could trade seats to hear what others were hearing? Here space – not time – is the material of the composition.

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For technical details, see the accompanying handout.

For more on this and other projects, please visit drakeandersen.com