

01:50:00

open

bel:50n31, 5e14, huy

lqs 02
+concert
15.07.2004 lqs constructs

sound universe

1/1 10pi
24fs 360°
1/4 8pi
24fs 360°
1/8 16pi
24fs 360°

layout
screen filter

specific technology
moving 3d sounds, orbits
random sound sequencer
pulse sprites emitters

turn

explore

sonic space , animated sound objects

measure, speed, distance to orbits

nutshell_musician, graphic designer



nutshell, marc wathieu
musician, multimedia artist
lqs 02 nutshell, may04-july04

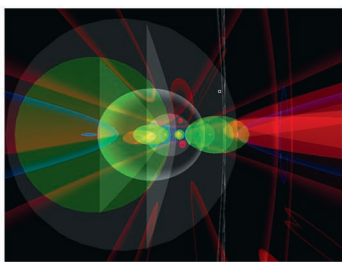
snm: sonic space

explore

concept-links: crosswords,
drumüter, mnemonic spine
> 3D sonic grammar

tech: moving 3D sounds, orbits
pulse sprites emitters
random sound sequencer

Prt Scr
x= 080
y= 103
z= 043



sound universe

"What I wanted to create was a sequencer working like a tempo-galaxy: the user navigates or jumps through the orbits, composing music with sounding planets. Each orbit has its own sound-scape where the number of planets is equivalent to divisions of measure. Stephen Hawking's book 'The Universe in a Nutshell' inspired me, cutting edge of theoretical physics, hard but exciting."

Marc Wathieu

In space there are 3 ways to perceive a sound-scape, either you move the listener, either you move the sounds, either you combine both movements. In space navigable music the spatial parameters of static sounds is the smallest subset of coordinates and parameters based on the position, an emitting radius (the distance from the position "center" which defines the range and its boundaries in between which the sound will be gradually faded) of a sound sample. Here the sound sample in itself is the only time varying perceptible phenomena. In contrast using moving sounds the time parameter is bound to spatial parameters as well and thus defines new notions of speed, sequence, space-loop, etc. This kind of composition goes even more in the direction of designing a complete sonic system that can, like in nutshell, be simply resolved by conceptually and perceptively linking the sample-time to the motion-time.

Knowing the playing time of sound samples, Marc Wathieu calculated the angular velocity, linking speed and key position with subdivision of the music's measures. Music's traditional notation-system of a rhythmic and tonal structure [horizontally and vertically] transposed to the three - dimensionality of space results in 'Nutshell'; an analysis of musical measure in shape of a circular organization where orbits spatialise the paces 1/1 _ 1/4 _ 1/8 _ 1/16...

According to the thematic focus 'numbers', the numeric reference of the project defines the metric and rhythmic measure as an inherence to the notion of speed _ m/s on the level of both the metric [m] as the temporal [s = t] structure. Whereas the project's title is referring to the elementary 'shape of sounds' _ sonically emitting with same values in all directions, 'Nutshell's' visualization is underlined by an emission of circular shapes = trails, constituting a time -based mapping.



Marc Wathieu, musician and multimedia artist, born 30 April 1962. He studied fine Arts and started his professional career as illustrator. As self-taught musician, singer and songwriter, he started his debut bands in the mid 80's with 'Objectif Lune' and 'Les révérends du Prince Albert'. Best know under the name of 'Marc Morgan' he released several albums and achieved international recognition. Switching from this French pop field to electronica, he has since worked on "MAST-R", a full digital project exploring minimalist way in sound creativity.

turn

def. measure
1. amount of space
occupied by something
2. patterned, recurring
repetition of contrasting
elements, such as:
stressed and
unstressed notes in
music:
beat, cadence,
cadency, meter,
rhythm, swing

marc wathieu
www.mast-r.org

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video file: lqs02.5
chapter 13



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