

# SEE THE MUSIC

## SENSORY GALLERY EXPERIENCE WITH INTERACTION



SEE THE MUSIC GALLERY SPACE SAMPLE

For as long as I can remember, I've always felt an emotional connection to music. Certain pieces have a way of really making you feel something. As the composer Edgard Varese famously defined it, 'music is organised sound.' Therefore, for me, the way sound is organised into pieces that make us passionately drawn to them, naturally made me curious as to why this happens and what control we have over this. I'm investigating ways to use sound to see the psychological effects it has on us, how can we feel and appreciate the sound, how we can see sound visually? How does it make us feel? How do we react? Do we have control of those emotions or does it control us? Specifically, I want to explore the emotional response we have with design, our surroundings and music.

### THE EXPERIENCE

- The focus of this project is human-centred design. I want people to experience noise differently, a sensory experience that they can interact with. Help them understand how we feel about certain sounds. Even if they're not obsessed with music like some people, sounds are still important to everyone and are part of our daily lives. This project should be accessible to anyone to connect with others as a community and challenge the way we hear sound daily.
- The experience would be gallery based as an interactive art installation. Members of the public can enter the space and see visuals made from light and projectors. These visuals would be a mixture of pre-made art inspired by artist Carsten Nicolai and self, and other visuals made from the live music played by the public.

### THE PRODUCT

The aim was to create live visuals in a similar way to Nicolai who is a German Artist who uses low frequencies speaker to distort water in a basin using the vibrations. After many experimentations with an array of liquids, such as water, oil, ferrofluid and even watery paint, I felt like the live projection of the image on the wall would still be 2D. Therefore I wanted to try creating an object to hold smaller pieces that will bounce with the vibrations. I tried pieces of confetti which bounced the most however looked very low budget. Instead I turned to various sized glitter which would add to the visuals by reflecting the light as it moved.



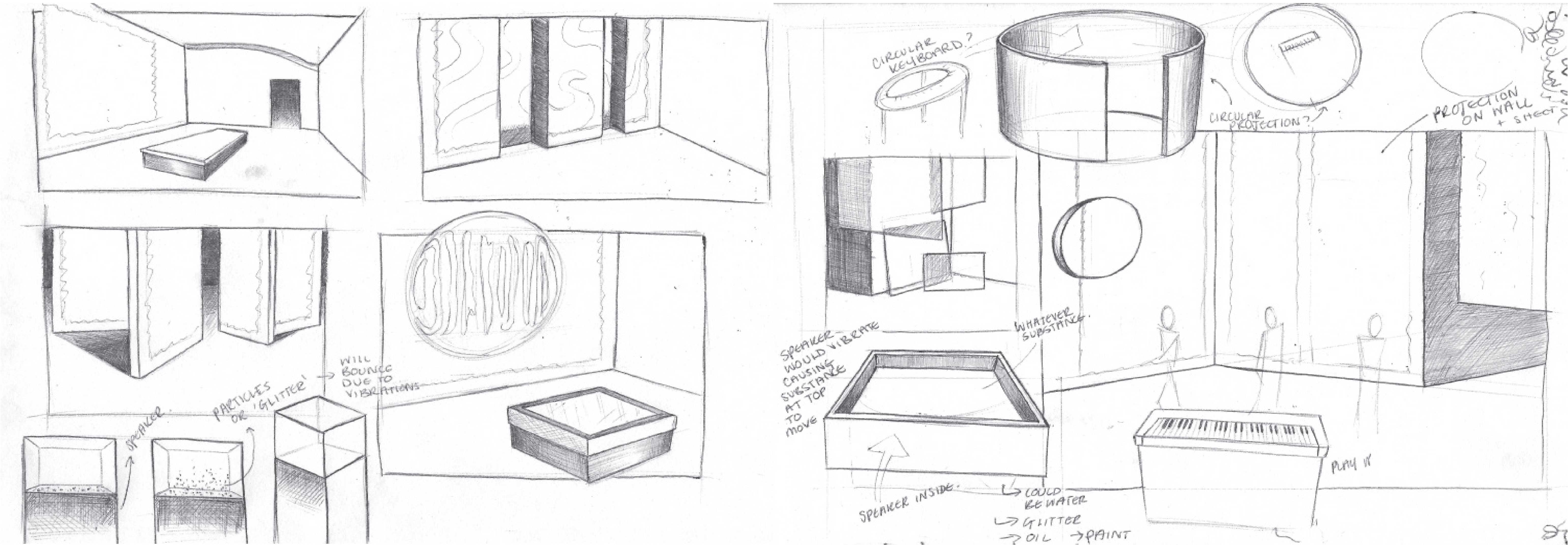
I made a box to hold the glitter using clear perspex. I placed the box on top of an amplifier connected to a guitar and a keyboard. This was to represent the musical interaction for the public. They can use the instruments and create their own visuals



I shon the projection on the box and it lit up like above. In the gallery space this would be much larger, around 8:1 ratio.



Using my camera, I took photos and videos of the glitter front on and from above too to see it shift and move with the speaker vibrations. This provided a more 3D effect instead of using projections to see the movement on a flat wall.



## THE SPACE

While I was using my living room for temporary set up for the gallery space, I sketched some additional space and layout ideas playing with shadows and object shapes with light and projections as the visual experience is

just as important as the sound. Unlike Nicolai, this installation would be a projection. Either a real-time visual with basin and sound in the room or a prerecorded video. The idea is to understand how we respond to sounds in a space and how being able to visually see sound can affect our minds especially our relationship with our senses. Altertatively, instead of looking at way to control how people feel in a space, I can

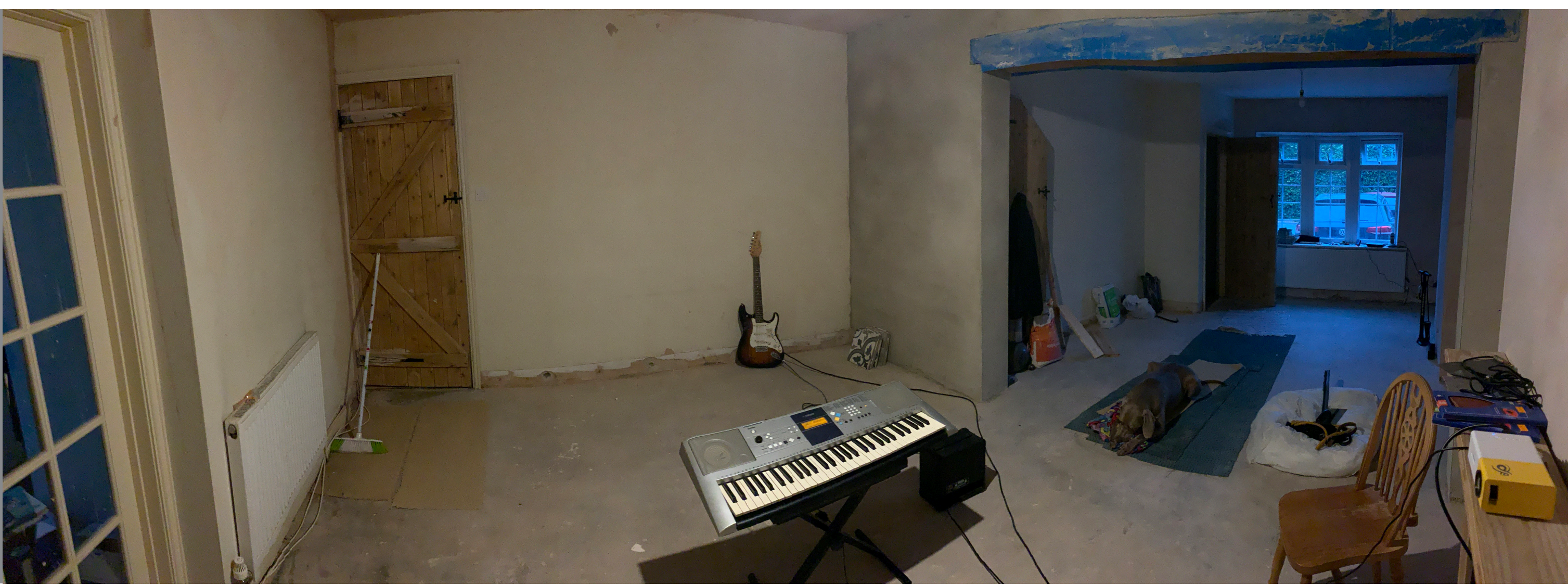
give them control. Rather than project a prerecorded visual in a dark room, I can gather instruments around the space, connect them to the speakers and basin and orchestrate a live visual performance fully controlled by the people. They create the music. They interact with the piece. By letting humans have control, we almost feel safer and that way I can comprehend how we rect to being controlled and having control.



Using visualiser on Apple iTunes, I projected the visuals along with music. I had people come in and test the space. First with well known songs, then with atmospheric songs I made and then with no sound, only instruments left out for them to make their own sound. The well known songs provided a sense of "comfort" and "familiarity" to the space whereas the songs made by myself created an element of "surprise", like "entering into the unknown and had a lack of recognition" which to them felt more "interesting and weirdly appealing in that kind of gallery space."



The task of this was to enhance the psychology behind music and the connection it has to humans and allow us to experience sound in multiple ways. Like my sketches, the gallery space would have multiple alcoves and surfaces to affect the shadows and will enhance the visuals of the projection depending on how and where the light hits the surfaces.



The piano and guitar will be left out for the public to play themselves. The idea is not for only musically talented people to take part.... I want everyone of any ability and any age to interact with the piece. It'll allow people to connect to music while creating their own artwork in the visuals.

The benefits of the installation is to act as music therapy in a way. Music is proven to calm us and even trigger memory for people with demetia. It's a way for us to learn and relate to others and brings people together, especially in places such as concerts and parties. We rely on music so much to escape the real world and to be free of our troubles, the idea of this is to help more people appreciate what music can do for us while being in control of what we play.

My own songs::

Song 1: <https://soundcloud.com/user-306381216/whats-the-difference-between#t=1:00>

Song 2 : <https://soundcloud.com/user-306381216/wide-asleep>

Song 3: <https://soundcloud.com/user-306381216/no-the-moon-edit>

**\* Additonal photos, videos and self-produced music is attached in separate folder \***

**Sophie Pitt 16011648**

FEATURES  
& BENEFITS