

Catabolizer

In its original version commissioned by the Borealis Festival 2010 in Bergen/Norway, Catabolizer was a 16-channel sound installation processing the music performed during the festival at the Rom 8 gallery space, where it was installed permanently. After each concert, Catabolizer was fed a recording of the event. This started a 'digestion process' which continued until the next concert. The loudspeaker setting at Rom 8 related in detail to the acoustics of the gallery space, particularly taking into account the stronger first-order reflections. The version installed at the Studiobühne at MUMUTH uses the sound material of the spatial sound environment Among as 'nourishment'. The loudspeaker setting has been adapted to the quite different architectural and acoustic situation particular to this room.

Among

Among is a spatial sound environment to be experienced in an ambulatory concert, a hybrid between an installation and a concert situation. The audience may explore the environment by silently walking about the concert hall or by taking a chair to their preferred listening position - among the loudspeakers. The visual setting aims at provoking a situation affording concentrated and potentially ambulatory listening. As a case study on the choreography of sound, Among exposes the concept of the 'space filling texture' as a means to create and compositionally cope with a particular kind of sonic multi-perspectivity. The slowly evolving sound environment allows for an in-depth experience of the compositional potential of this mode of sonic choreographing.

Introduction to Virtual MUMUTH

Virtual MUMUTH subsumes different attempts at IEM to provide an auralisation of the Ligeti hall. Within the CoS project, several sets of binaural room impulse responses have been measured for different listening positions and loudspeaker setups. Along with a three-dimensional visual representation of the space, the Virtual MUMUTH software component permits an in-depth experience of a particular setting and allows for working off-site via headphones. In this demonstration we will let you directly compare the real space to its virtual reconstruction.

Software Environment

The software environment developed in the project enables composers to conceive sonic space in relation to the geometry of the listening room and the loudspeaker setup. The fact that these features are explicitly represented and, moreover, are formulated in the same compositional framework invites a thorough exploration of the site's peculiarities. For example, the possibility to flexibly arrange loudspeakers in the Ligeti hall allows for an extensive experimentation and eventually leads to the composition of the setup itself. Beyond the geometric organisation, the software environment includes a dynamics modelling system, which enables to choreograph the temporal 'behaviour' of sonic objects by composing complex relationships between them.