SONIC TRAILS: LOCKDOWN
Theatres Of Archimagination

I contributed the work Sonic Trails: Lockdown to the Theatre of Archimagination exhibition. Sonic Trails: Lockdown is an audiovisual installation created in collaboration with composer Örjan Sandred that explored the intersection between architectural and musical experience. Örjan worked on sound design and created the AI algorithm that controls the Max8 “patch” that guided the projections shown below. A patch in Max8 is the name given to a framework that one constructs within the program (as I did above). The framework above instructs how projections are projected, modified, interacted with etc.

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The Theatres Of Archimagination Project was a continuation and elaboration of my work as an undergraduate researcher. In the summer of 2020, which involved theatrical research and preparing for the Frascari V Symposium. The Frascari V Symposium was originally intended to be held in-person at UQAM in Montreal in May 2020, but was postponed due to the COVID-19 pandemic. In May of 2021, the event was held virtually with participants from across the world.

After helping with this event in May, I worked together with Lisa Landrum, Sabba Rezaei (another undergraduate researcher) and other University of Manitoba students on a five act theatrical research and preparing for the Frascari V Symposium was originally intended to be held in-person at UQAM in Montreal in May 2020, but was postponed due to the COVID-19 pandemic. In May of 2021, the event was held virtually with participants from across the world.

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The installation was setup at the A2G Gallery at the University of Manitoba, and was simultaneously livestreamed for 101 hours at the Venice Biennale. Below is a description of Sonic Trails: Lockdown:

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During COVID-19 lockdowns cities lose their most distinctive element: human presence. Nonetheless, other urban qualities, activities and processes remain and even seem to increase in empty streets. Cars pass through desolate streets, animals wander empty spaces.

Sonic Trails: Lockdown projects multi-channel samples of these “lockdown environments” into a space using 2 projectors and 4 loudspeakers. An AI algorithm controlled by a computer randomly selects architectural qualities of light, sound and space from the audio-visual samples. A patient visitor (or online viewer) discovers motifs, rhythms, and abstract themes that fade in and out of sound and space. Ultimately, the work unlocks a reciprocity of music and architecture, creating an embodied aesthetic experience that questions our place in the city.

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