

„Deep Digital Listening“ inspired by Pauline Oliveros

Hybrid” Project-Week on DIY MedTech, FabLab LU

19.2.2021 - digital @ https://play.wa.binary-kitchen.de/_/global/fablab-luzern.github.io/wa-fablab-luzern/main.json

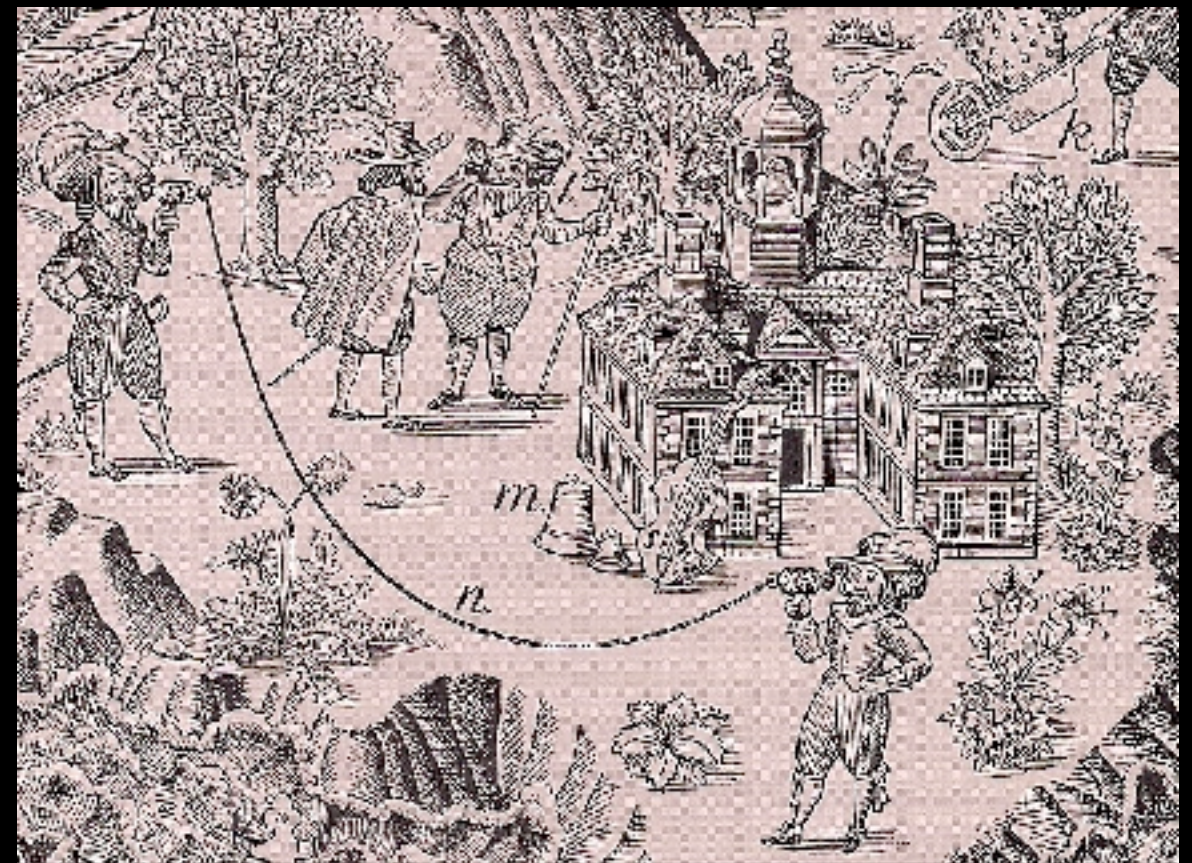
more here www.kasparkoenig.com



Geräusche, Töne, Klänge

Francis Bacon: (1627) We have also sound-houses, where we practice and demonstrate all sounds and their generation. We have harmonies, which you have not, of quarter-sounds and lesser slides of sounds. Divers instruments of music likewise to you unknown, some sweeter than any you have, together with bells and rings that are dainty and sweet. We represent small sounds as great and deep, likewise great sounds extenuate and sharp; we make divers tremblings and warblings of sounds, which in their original are entire. We represent and imitate all articulate sounds and letters, and the voices and notes of beasts and birds. We have certain helps which set to the ear do further the hearing greatly.

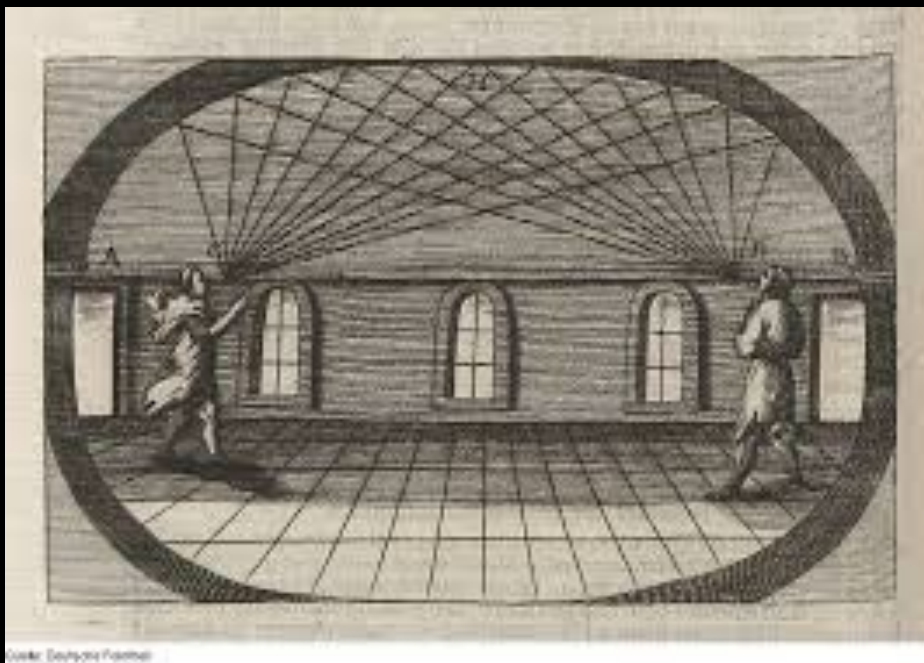
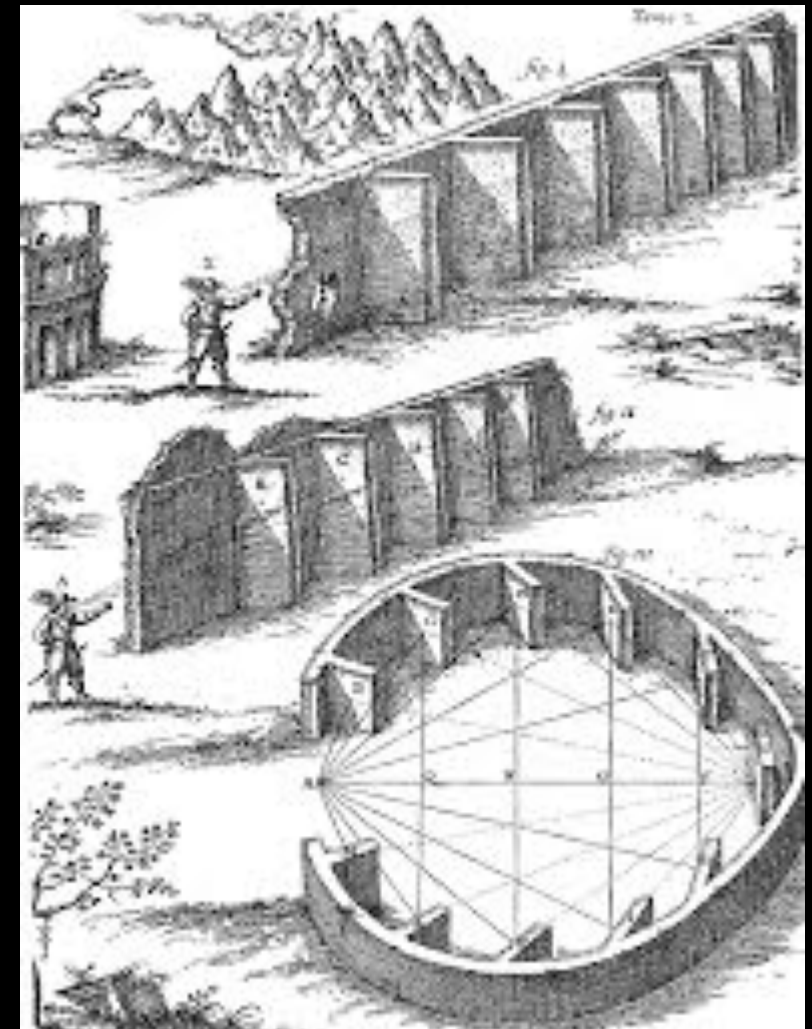
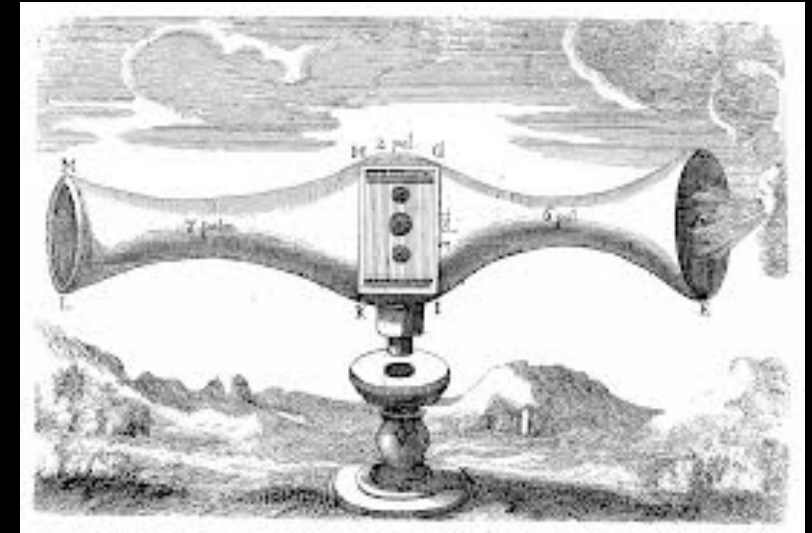
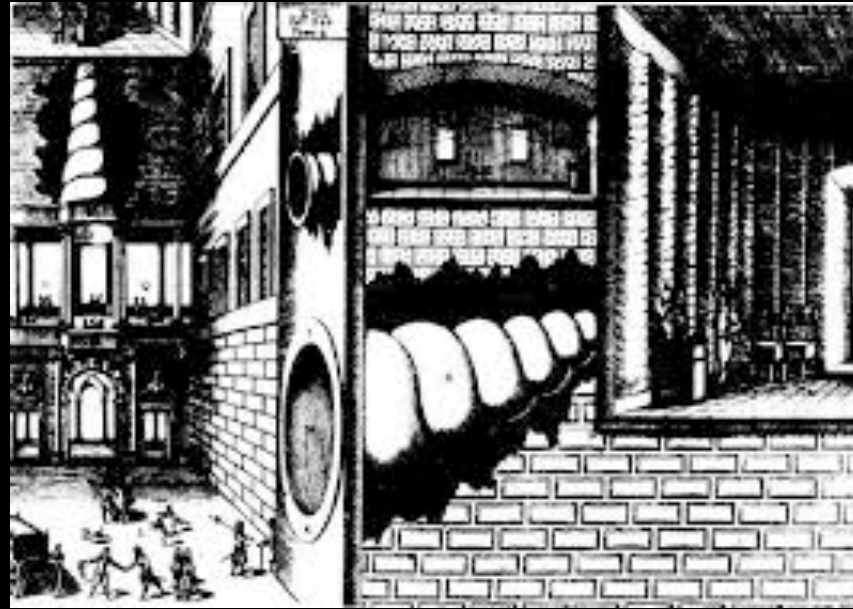
We also have divers strange and artificial echoes, reflecting the voice many times, and as it were tossing it, and some that give back the voice louder than it came, some shriller and some deeper; yea, some rendering the voice differing in the letters or articulate sound from that they receive. We have also means to convey sounds in trunks and pipes, in strange lines and distances.



Hör(t)räume



Athanasius Kircher (1602-1680)



Geräusche, Töne, Klänge

AeroAkustik

von PC fan - Windrad noise reduction

Daten Sonifikation

Covid RNA sequenzen hören - Listen to colors.net

Audifikation

Fledermausen abhören - Erdbeben hören

Noise Cancelation

Energie aufwenden um den Energie aufwand zu maskieren

Psycho-akustik

wie hört man das was man hört

BioAkustik

<https://www.faz.net/aktuell/wissen/leben-gene/bioakustiker-versuchen-zu-hoeren-wie-es-oekosystemen-geht-16761580.html>

Murray Schäfer / was ist ein Soundscape: <https://www.youtube.com/watch?v=rOlxuXHWfHw>

Joachim Ernst Behrendt Die Welt ist Klang: <https://www.dailymotion.com/video/xp7ira>

Akustische Ökologie

was höre ich in der Umwelt und was erzählt mir das?

Akustische Entkupplung

wie hält man den Lärm draussen?

Pauline Oliveros, Christina Kubisch, David Tudor, Bill Fontana, Peter Kiefer, Max Eastley, Meredith Monk, Susan Philipsz, Daphne Oram,
many many more...

Workshop HKNME, virtual ecologies by Kaspar König

deep digital listening



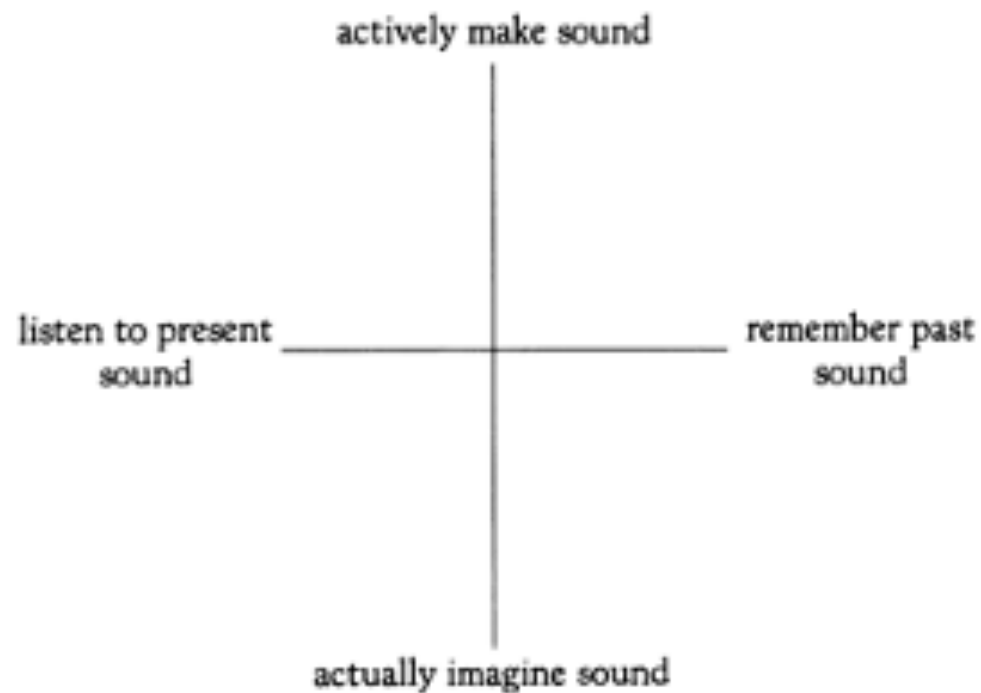
Binaural recording equipment



what characteristics does our digital sonic Ecology looks/listens like

<https://www.reaper.fm/> (man kann sehr lange die
>Software gratis benutzen da man beim registrieren immer
>wieder die Option Evaluating for free auswählen kann)
> <https://www.audacity.de/>
> <https://obsproject.com> (Open Broadcaster Software) Stream etc





Example 2. The procedural model for sonic awareness.

The Greeting - deep listening

expanded consciousness, Sonic Awareness (Pauline Oliveros)

digital adaption K.König

The theory of sonic awareness promotes sound that is natural since it is often vocal; sound that is free from complicated notational systems; and sound that is powerful in its effects and in a compositional context where the Western aesthetic principles of psychical distance and the dichotomy between art and nature are trespassed. Instead, for Oliveros, ritualism, healing, and humanism become the goal of sonic awareness and beauty the by-product.

<https://www.jstor.org/stable/pdf/832602.pdf>

we are now live: Chamber ca•coph•o•ny

digital spaces together form an unique hearing experience.

Including technical hiccups / manual handling of all kinds

Recommendations for the workshop

- 1. Put the volume slightly lower as comfortable to listen to (safety measurement in case of loud input)**
- 2. In videochat, try to cancel all noise cancelling / sometimes you can only put it on low suppressing**
- 3. Everybody unmutes but keeps the camera off for the first 30min**
- 4. listen to how it all becomes one room...**
- 5. also you can unplug headphones and see that the volume ist just below a permanent Feedback.**
- 6. if it feedbacks, just lower your volume a little bit.**
- 7. there is no right or wrong sound. your serendipity in sound is always welcome!**
- 8. try out different rooms, add on more connections, give sound a life!**