

Reflection // Position

Introduction

Reflection // Position is a loudhailer array and a collection of sound signals. The array outputs impulses, or loops of impulses in a 360-degree emission pattern, each speaker covering a 90-degree radius. Sound signals physically interact with the acoustics of the chosen space, producing reflections that form a sound field. In any given location, the sounds describe to the listener the size, shape and quality of the space, and the position of the loudspeaker and the listener within it. The sound field is a set of potentialities: an atmosphere of sounds waiting to be heard, that can only be explored through movement and listening. Realisations of Reflection // Position can range from spontaneous public interventions to prepared performances.

Equipment

Laptop

Bus-powered soundcard with four outputs

Reflection // Position loudhailer array (cabling and batteries provided)

Accompanying Ableton Live set

Setting up

Make connections between loudhailer array, soundcard and laptop. Ensure that the batteries are charged, plugged in and switched on. Check output routing between Ableton and soundcard, and test output.

Deployment

Use Reflection // Position as the means to sonically explore a multitude of spaces. Experiment with spaces of all manner of different sizes and shapes, public and private, indoors and outdoors. Experiment with a variety of sounds. Deploy Reflection // Position as an intervention, performance-intervention or a prepared performance in conjunction with any of the micro-scores below.

General Listening Score

- Be still for a moment,
- Breathe,
- Place your awareness entirely on the sounds that you hear,
- Listen to them. Listen closely, listen deeply,
- Move around the space with your ears: let the sounds push you around the space.
- Don't think, just listen.

Microphones and Loudspeakers

Two or more microphone-loudspeaker pairs are placed in the space. The microphones pick up the incoming signal and the loudspeakers amplify it. Listeners are free to move the microphones around. Microphones may be live or muted at various points during the piece. [N.B. this version is most effective in enclosed spaces]

Objects

A set of identical objects are made available to listeners. These objects represent listening points. Listeners are invited to place these on the floor where they hear particularly notable or interesting sonic phenomena. People can move objects that have already been placed.

Percussionists

Two or more percussionists move and play the reflections that they hear on struck instruments. There are never more than two percussionists playing at any one time.

