

<p><i>I would like to research how to use only sound material to create a physical experience relative to the space in which the installation happens.</i></p>	<p><i>Research on how to translate data through different media and raise awareness and attention about the language spoken by the computer and the message received by the viewer.</i></p>	<p><i>Research on a relationship between art and landscape, and how different thematics can originate from land art/landscape elements (such as religion, global warming, and so on)</i></p>
<p>1. A room using 4 to 6 channels mapped to have different sounds in different spaces, slightly disorientating the viewer.</p>	<p>1 Projecting the image which the data originates from to put in evidence the existence of a relationship between sound and image.</p>	<p>1 A filmed performance setting a sort of religious ritual on the site of a famous land art work (Smithson's Broken Circle/Spiral Hill for instance)</p>
<p>2. Working with the acoustic settings of the designated space to find the frequencies having the most "physical" impact in the space.</p>	<p>2. Projecting the text obtainable from the sound data to synchronize it with the presence or intensity of sound.</p>	<p>2. A large scale photo collection or video showing urban landscapes in a colorimetry and editing suggesting a post-apocalyptic world.</p>
<p>3. Using very small speakers to associate sounds to specific places in the room, which can only be heard when very close to the viewer.</p>	<p>3. Programming a way to translate data, in a display showing sound, image and text, in a "live" setting, possibly through a camera or transforming known images/texts..</p>	<p>3. A large scale projection compiling high quality nature footage with and without the action of global warming (amazonian forest, mountains, melting icebergs, ...)</p>