

Hearing Seascape and Erasure

February 8, 2018 3 minutes, 51 seconds

Speakers: Eunjeong Stella Koh, Lauren Jones, Jacob Sundstrom, Anthony Vine

Transcribed by: Sarah Fuchs

IDEAS Performance Series
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Time	Transcription
00:02	[IDEAS Initiative for Digital Exploration of Arts + Sciences]
00:11	[Hearing Seascapes and Erasure Eunjeong Stella Koh, Lauren Jones, Jacob Sundstrom, Anthony Vine, Vid Petrovic Thursday, February 8, 2018]
00:21	[Hearing Seascapes] [Lauren Jones, Eunjeong Stella Koh]
00:27	Eunjeong Stella Koh: Our seascape data is coming from Jamaica, sea of Jamaica, and goal of our project is that we want to share creative and interactive effective story with audience and then we want to motivate people to recognize coral reef's condition and also we want to give some kind of adventure and also some humour and also imagination.
01:01	Lauren Jones: I don't remember exactly who said it but it was something about giving a voice to the coral reef. So, in that way, we decided to do these sort of strange recordings of the voice interacting with water, so an underwater environment with the help of Ulysses and so we have different types of sounds that you hear as you navigate throughout the reef.
01:54	[Erasure] [Jacob Sundstrom, Anthony Vine, Vid Petrovic]
02:03	Jacob Sundstrom: The whole idea with that was to sort of comment on reef ecosystems because I felt like it was kind of—it was important to, if we were going to do a piece on reef ecology, to address what we were calling the human gradient. There are all these different gradients that you can talk about when, in regards to, reefs. But the human one was the one that interested me the most.
02:59	Anthony Vine: I think that we were inspired, perhaps consciously or maybe even subconsciously, by the actual texture of the visual image itself. That a lot of the percussion sounds are explorations of different surfaces and different terrains, exploring like the surfaces of the cymbals and gongs and other drums, steel plates and using different bows or lots of like small metallic beads and scraping them across different surfaces to create these sounds.
03:35	[Indistinct Chatter]