



Typography prog, due 9/16

(Due 9/16) Work-in-Progress Review for Typology Machine: Create a blog post on this WordPress site, tagged #TypologyMachineWIP, containing a snapshot of your work-in-progress on the Typology Machine project. Include ideas, sketches, research. You will present your work to your peers in multiple small-group "pod reviews".

A/V → Audio visualization (audio becomes visual) /vs./ visualization of audio. Or: where are they created at the same time? "SOUND MAPS"

- like, the audio amplitude &/or frequency, measured on where the floor is. So the floor becomes a 2-tone color map of these.
- there was a video with a pixel-by pixel heat or depth sensor, mechanically moving it to create the image-grid.
- The telescope-mic; equipment. (ultra sonic mic/camera?)
- say that you had that mic, and the machine's pace was known. You could record the audio file, and sort of dead-reckon where it must've been pointing via time.
- Are there any interesting, specific sound-phenomena I'm interested in?
- **How to compress time-based sound into not time-based?**
- phenomena of sound are "wavelength, period, and frequency". "amplitude and intensity". "decibel scale". Frequency = pitch & wavelength. Amplitude = loudness.

^^ initial ^^ vvv cont. vvv

- lucy raven at the carnegie
- <https://translatingnature.org/projects/the-lake/> ← geo-loc tagging animals to create real-time A/V. The artist's work like, sucks though.

Sound Maps:

- Google Maps-type map, specific lat/long dots you can click on to play the audio file that's tagged there. Quoted with the word "memory" a lot.
- I HATE THESE because they are Not fluid and Google Maps *Does Not* represent the real world— it is not time or my body!!!!!!
- Association of landmark and a sound scape. landmark can be 'artificial environment'.
- "preservation of soundmarks and dying sounds and sound environments." (wikis recommend many books to try out).
- Noise pollution. ← actual documents 7 policies are made about this.

Noise Maps:

- "graphic representation of the sound level distribution and the propagation of sound waves in a given region, for a defined period."
- weighted by decibels. Using a grid of receivers/recorders/mics. usually long-term average.
- Simulation tools? What about, tools that finish the words/line that was being spoken?

- could you create a noise map in 3D space, then render/print it as a sculpture? I'm looking at Sound sculptures/installation (ex. Forty Part Motet (2001)).

Soundscape/Acoustic ecology:

- can produce a spectrogram
- three sources comprise the soundscape: generated by organisms (biophony); Non-biological natural categories (geophony), produced by humans (anthropophony). Anthro sub-category: electro-mechanical noise (technophony).
- acoustic ecology more concerned with human-perception. *Sensory ecology* is also a thing.
- "express the soundscape in terms of its acoustic sources" ← methodology
- "Thus each species evolves to establish and maintain its own acoustic bandwidth" ← acoustic niche hypothesis. ← interesting possibility for spectrographs?

vvv random half-thought idea vvv

- What about taking a recording of the soundscape of an environment, and then running software to transcribe it into phonetic text? You could have the final step be the readable text-log, or a computer-voice reading it, or recording of myself trying to pronounce it.
- ^^ This would be beautiful to have a way to have the object that produced the sound, then be able to "speak" the transcription that'd previously been generated from it. I feel like that would talk about then, the human intuition to word/name/convert-to-language of things. "How putting something into words, morphs/diverges it from it's reality." So. Could you vibrate the object to have it "speak" the transcription? Ex, an a.c unit hums. Record this sound while the a.c is on.

// Notes from what Golan suggested vvv

Ambi-sonic mics, he links this to vr

3dio binoural mic / binaural recording, kemar head.

// Notes from the lecture vvv

- using RGB/CMYK layering to view non-visible, overlaid. — riso
- clouds become opaque, satellite imaging.
- map an invisible wavelength/other to an rgb channel, overlay } common.
- "Landsat 8" is image color formatting including invisible light frequencies. ← geologic surveys
- SWIR, we don't have, but it sees through fog. We have a bunch of near infrared stuff...
- when does heat leave or enter something?
- what's been made available by google, other corps?
- you can't see or smell methane, but you would asphyxiate. The body can be used like a 1-pixel sensor.
- images you have to view using some *process* thru a visibly opaque coat. Ex. heat-touch, cctv to view painting.
- polarizing— get specular & diffuse
- schlieren, for refraction in air. "what does sound look like" = + slo mo

// drafting again vvv

- an investigation of "room tone"

- Begin with & be constrained by a specific space.
 - "Bird and Person Dying" (1975) ← heterodynes
 - "I am sitting in a room" (1970), Lucier
- "Space of Provocation"
 - ↳ Let a sound propagate a space, "redraw" the space by measuring the propagated sound.
- The "Mosquito" (Howard Stapleton) ← Marketed deterrent via audio

Second Q: record exact tone of room, stretch it out so it's only 1 moment
 Second I: repeat

↳ Room tone stutters at 1fps.

- Architectural spaces as musical objectives
- Amplifying AND/OR Transmitting, cover long distances does what
- Sensor $\xrightarrow{\text{map}}$ [sound that means SOMETHING]
- Sensory deprivation - (vs. its opposite)
- All talk about lowering ceilings doing something weird spatially

• Source of voice being visible: neutralize it.
 ↳ "acousmatic voice" cannot be.

- A collection of loudspeaker voices.
 Record them, & let them talk in a room to each other.
- "Voice of authority (loudspeaker) no longer requires a body"