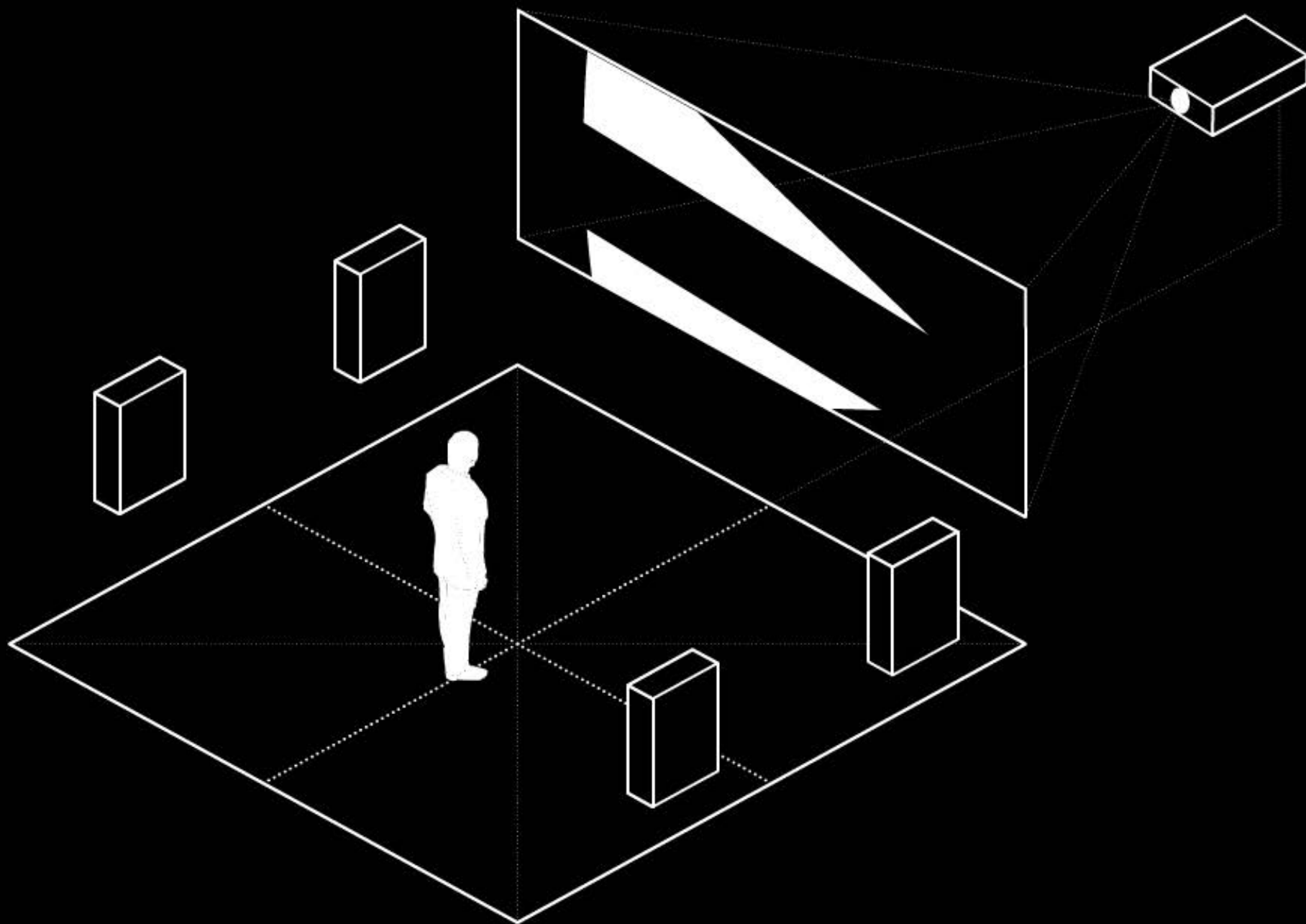


otolabpattern III



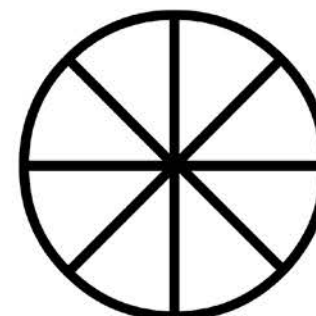
dichotic symmetrical perception binaural music visualization

Pattern III è un'installazione audiovisiva che circonda lo spettatore mettendolo al centro di un'interferenza tra pattern sonori e visivi. I pattern di onde sinusoidali provenienti in misura differente dagli altoparlanti a destra e a sinistra del pubblico generano una terza figura che nasce dall'interferenza tra le frequenze emesse: un pattern che non esiste originariamente nel suono dei due altoparlanti e che viene generato in tempo reale dalla relazione delle caratteristiche sonore dell'audio sia come interferenza fisica (il cosiddetto "battimento") sia come elemento generato dalla struttura neurologica dell'ascolto (il cosiddetto "battimento binaurale").

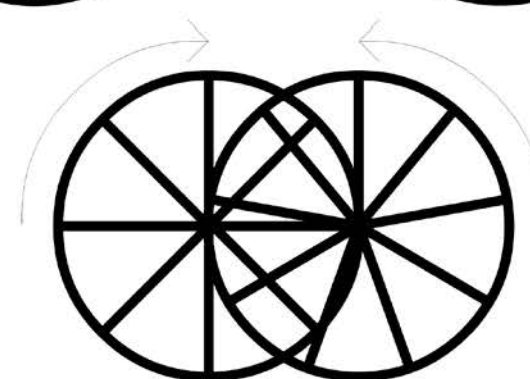
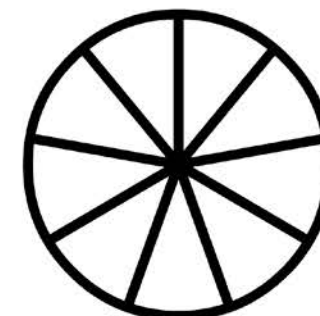
Allo stesso tempo due oggetti visivi proiettati sullo schermo centrale ad alta risoluzione di movimento (120 immagini al secondo) interagiscono tra loro in modo da creare anch'essi un terzo pattern attraverso le interferenze del movimento e seguendo l'evoluzione del suono. L'evocazione dal nulla del terzo pattern, ad un tempo visivo e sonoro, è allo stesso tempo mesmerico e sorprendente, ponendo il pubblico di fronte alle capacità creative della propria percezione.

visuals: androsyn, mud
sounds: prof
production: otolab 2010

8 rays for channel audio left
Pattern I



9 rays for channel audio right
Pattern II



Intersection area

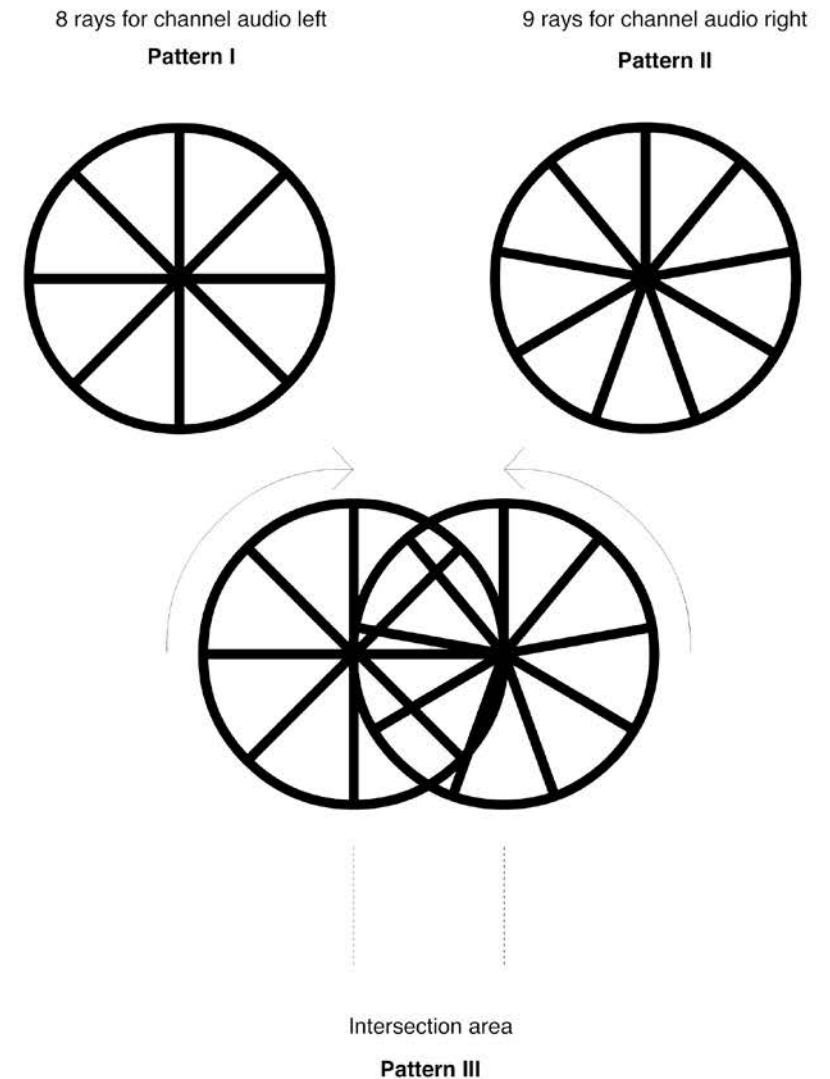
Pattern III

dichotic symmetrical perception binaural music visualization

Pattern III is an audiovisual installation surrounding the audience standing at the centre of an interference between visual and auditory patterns. Sine waves pattern coming in different ways from the loudspeakers on the left and right sides of the perceivers give birth to a third figure resulting from the interferences between the emitted frequencies. This is a pattern that is not originally existing in the sounds coming from the two loudspeakers as it is generated in real time from the relationship between the sound coming from the left and from the right both as physical interferences (the “beats”) and as effect of the neurological structure of listening (the so called “binaural beats”).

At the same time, two visual objects are projected on screen with high movement resolution (120 frames for second) generating motion interferences so to realize themselves a third visual pattern synchronised with the transformation of sound. The evocation from nowhere of the complex audiovisual third pattern is at the same time mesmeric and surprising, as it puts the perceiver in front of the creative power of its own perception.

visuals: androsyn, mud
sounds: prof
production: otolab 2010



Scheda tecnica

Audio

- Sistema PA stereofonico o quadrifonico con possibilmente 2 subwoofer
- Computer con interfaccia audio dotata di 2/4 uscite e interfaccia MIDI

Video

- Proiettore e schermo per retroproiezione
- Computer con interfaccia MIDI

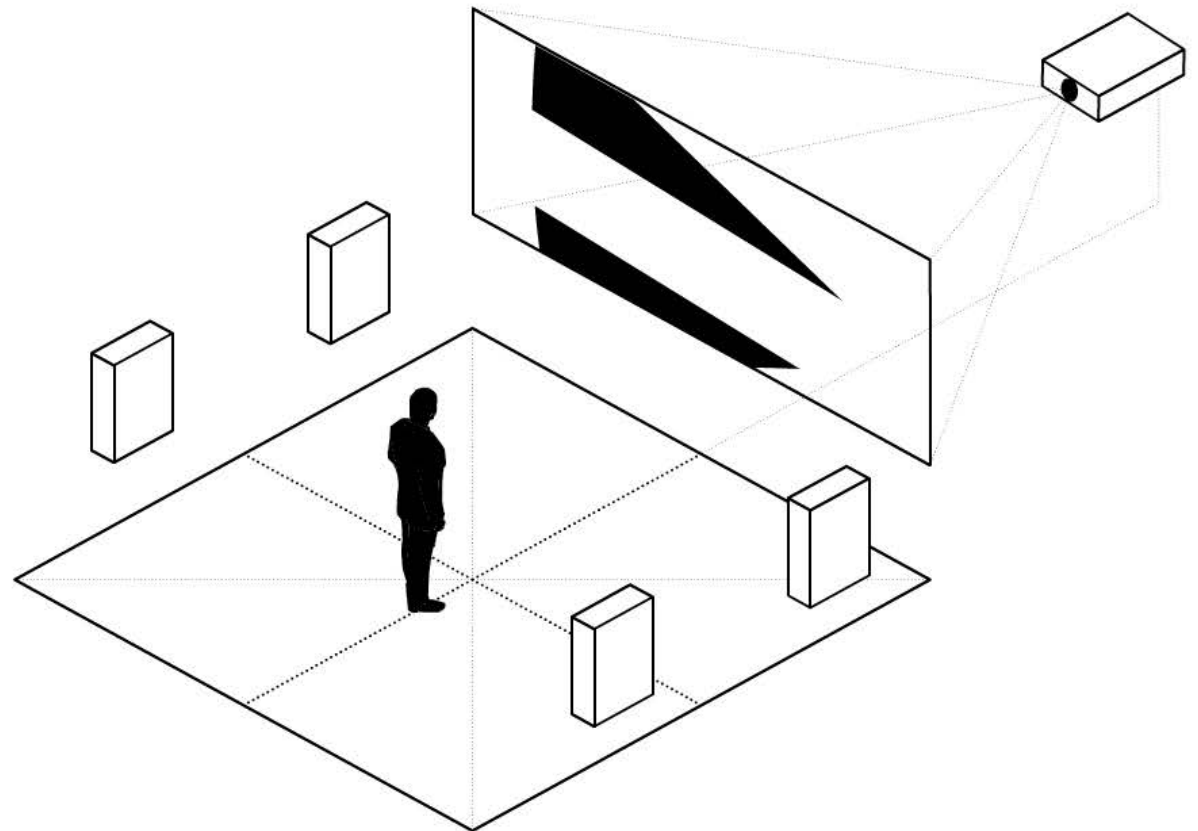
Technical rider

Audio

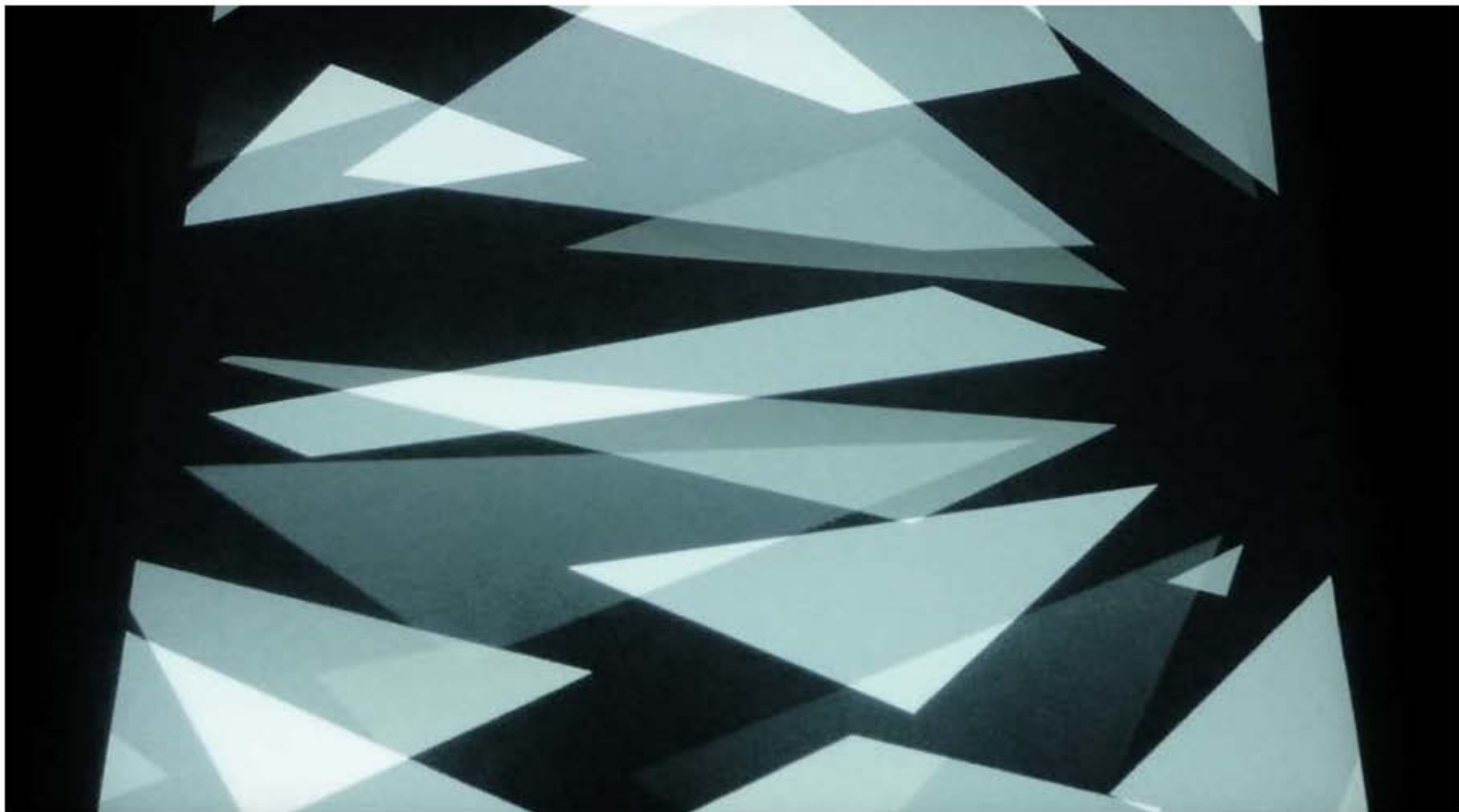
- Stereophonic or quadraphonica PA system with 2 subwoofers
- Computer with audio (2/4 outputs) and MIDI interface

Video

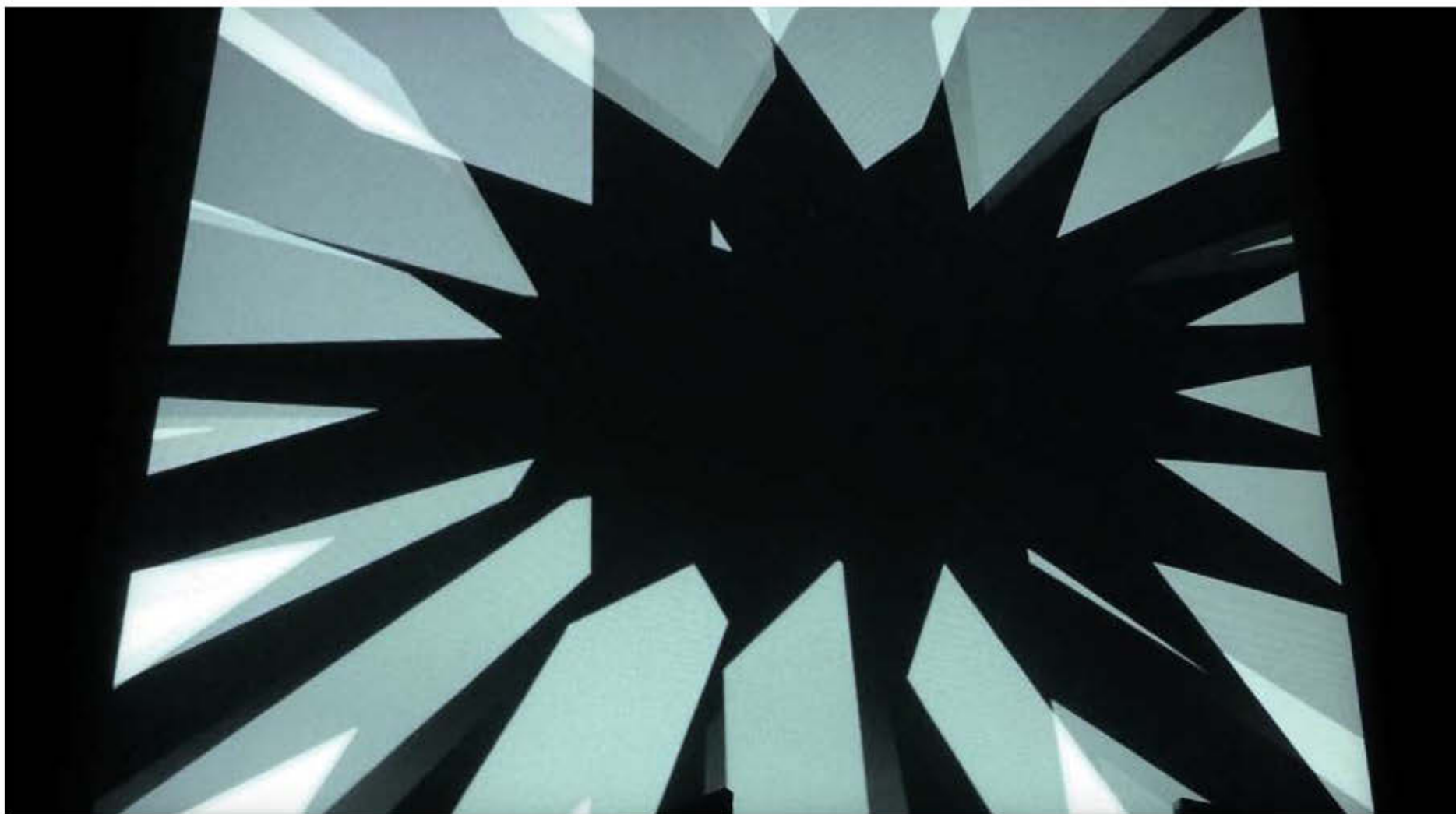
- Projector and screen for retro-projection
- Computer with MIDI interface



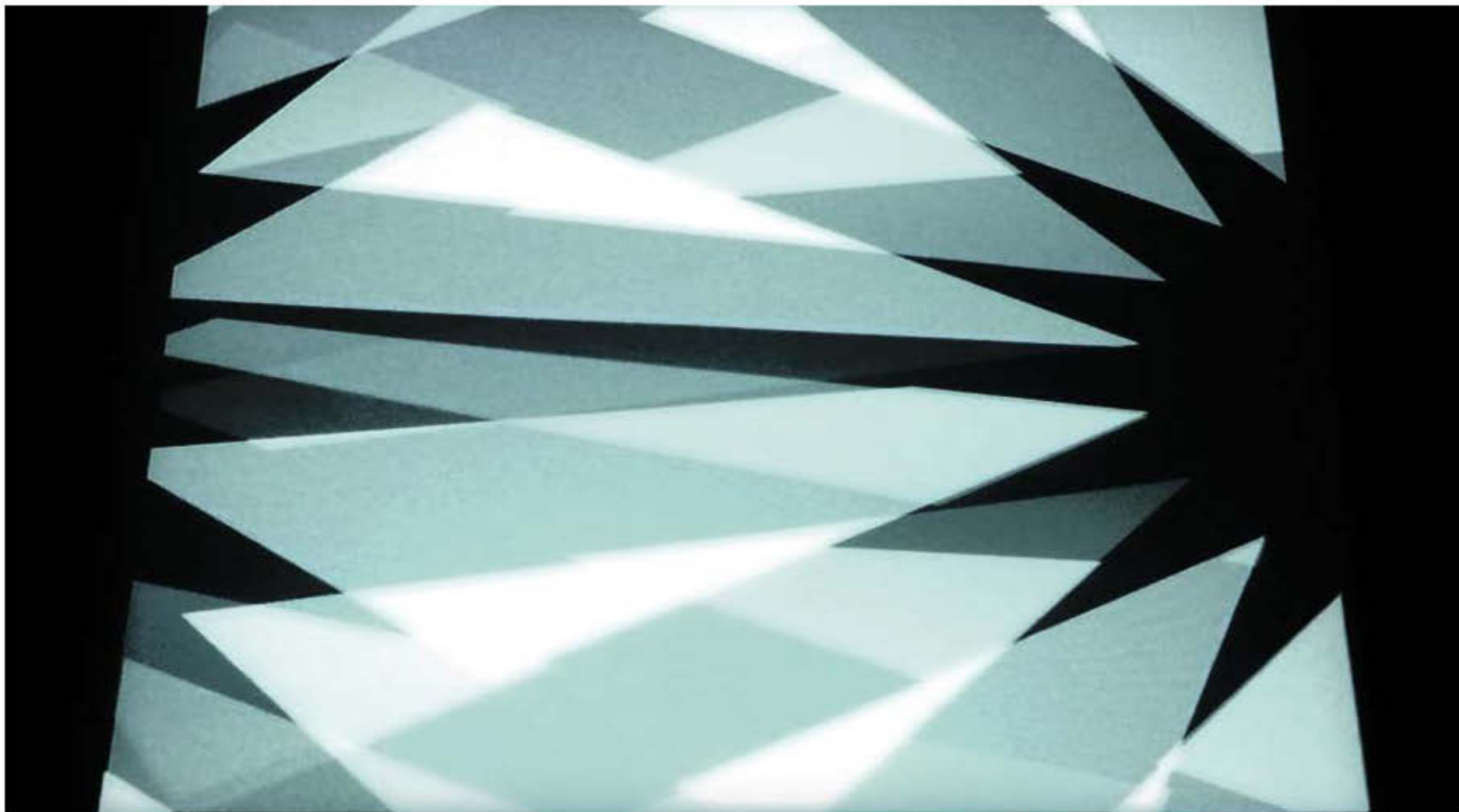
otolabpattern III



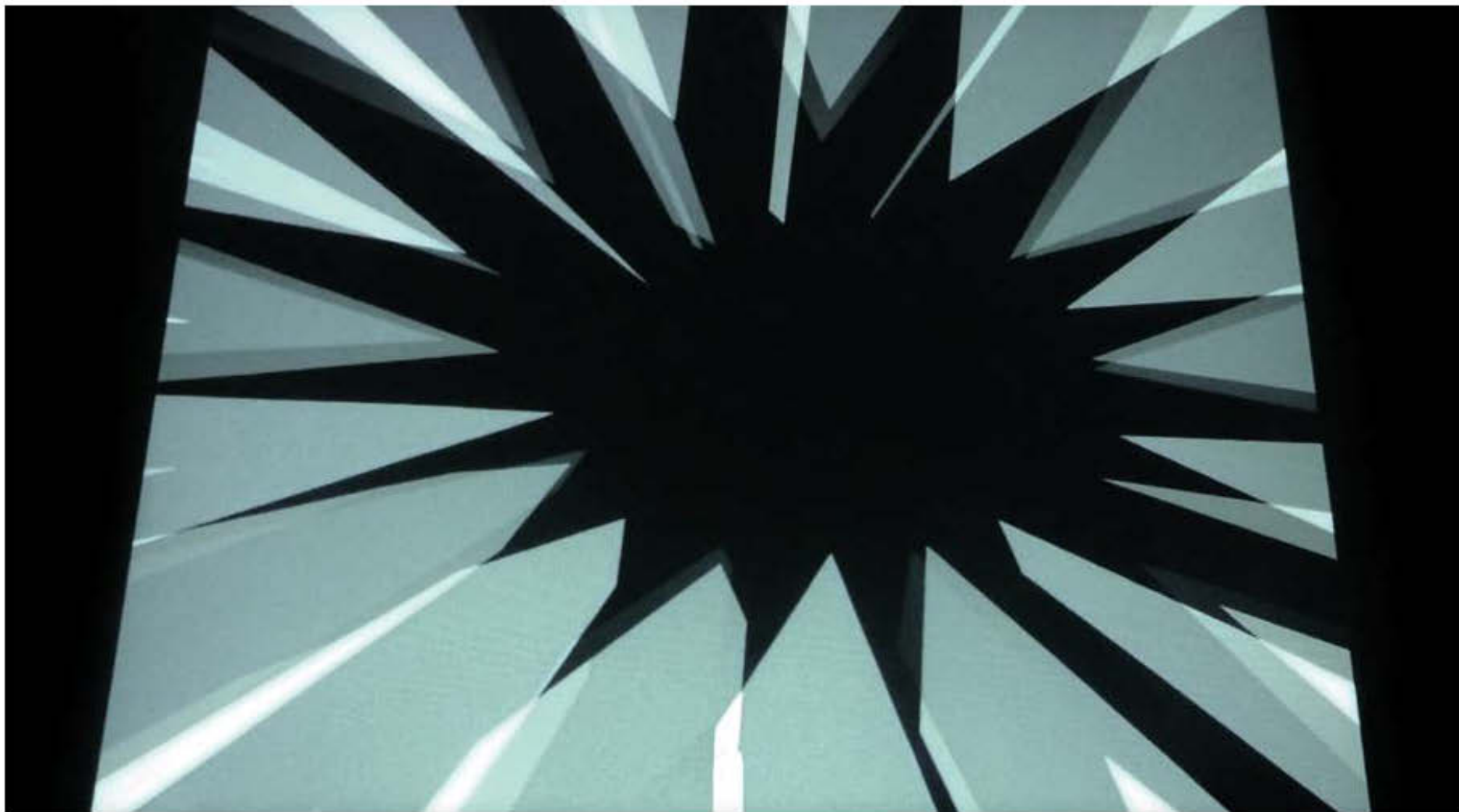
otolabpattern III



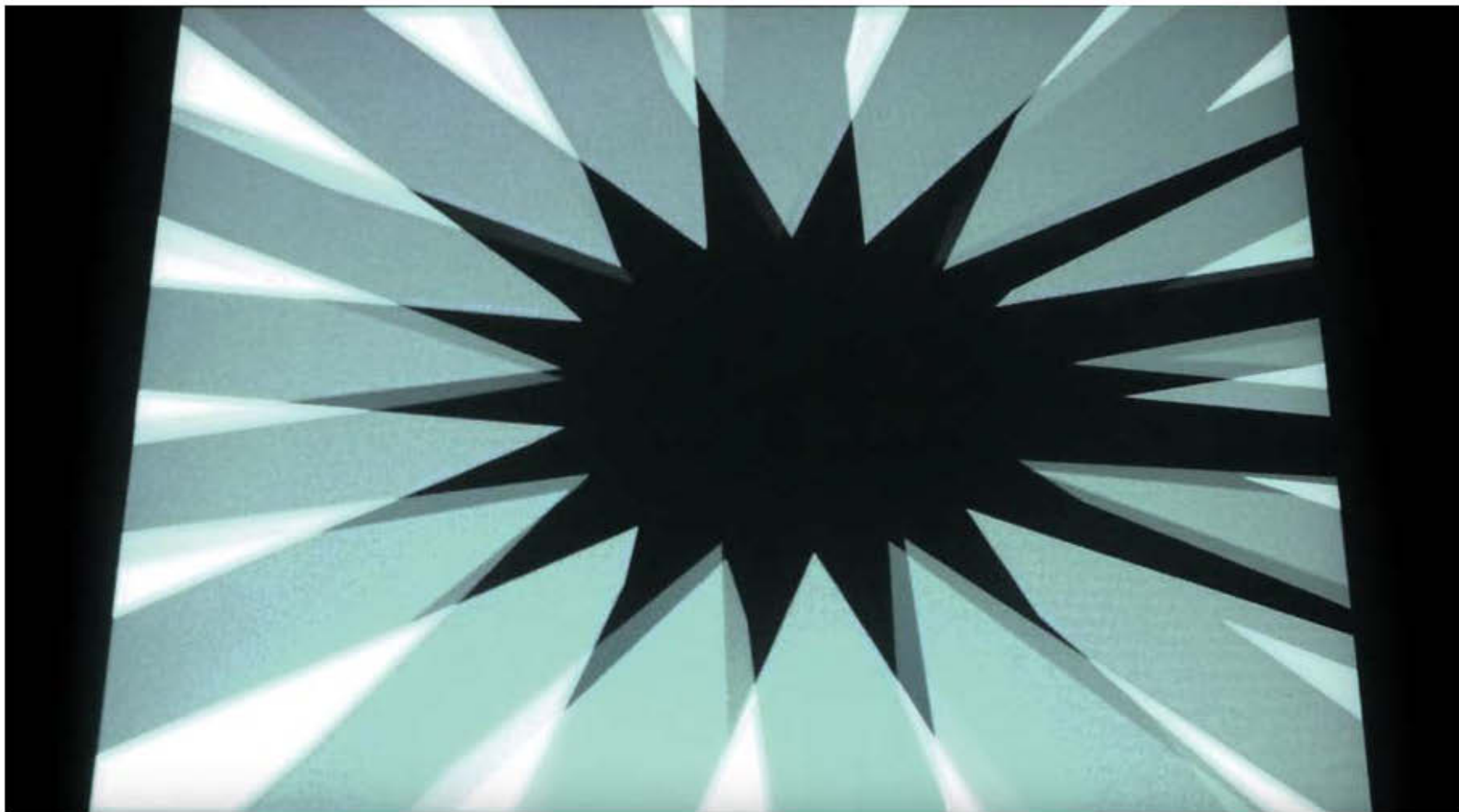
otolabpattern III



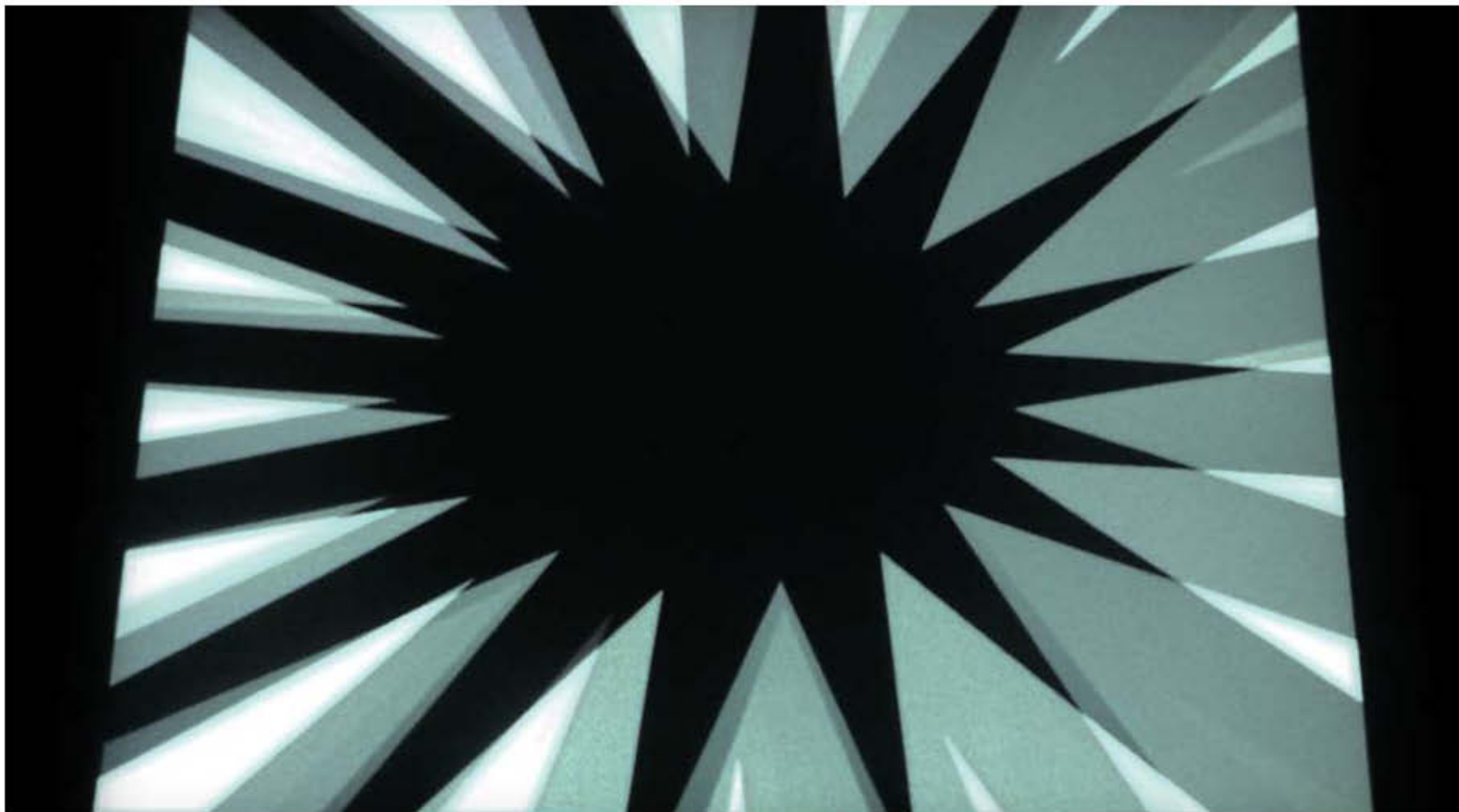
otolabpattern III



otolabpattern III



otolabpattern III



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