



VELLUM

BERGER &
BOVERMANN

INTRODUCTION

The sound installation *Vellum* is the first manifestation of an interdisciplinary investigation into sonic materiality which explores the material-specific sonic character of vellum. The multi-channel installation utilizes the basic principle of sonic feedback combined with digital filtering (and, in the performance *just in time programming*) to create highly interactive soundscapes, originating in the material-inherent sonic and structural characteristics of the material under exploration. Digital filters hereby serve as a sonic manipulator, which allows the investigator to carefully carve out material-specific sonic characteristics.

WORK DESCRIPTION

Vellum is both an interactive installation as well as a place for passive contemplation. It consists of several units sharing their formal structure but integrating different vellum probes as well as digital measuring circuits.

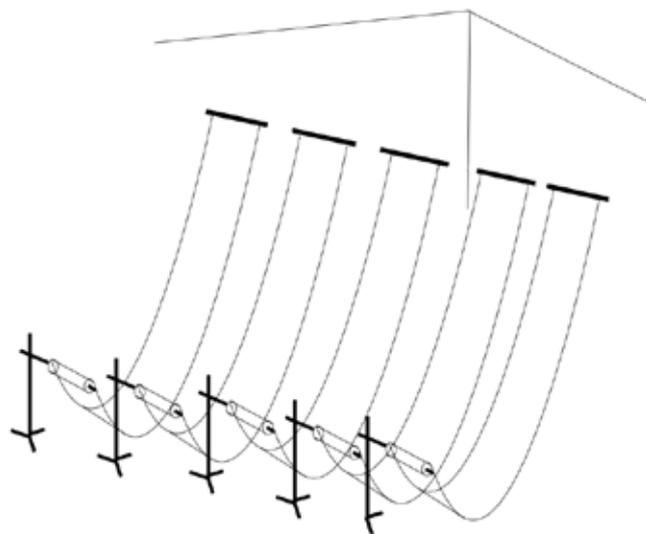
Each unit features its very own sonic and interactive characteristics. The produced feedback is not only audible, but also visible in the vibrations of the probes. Digitally induced crosstalk between the probes allow for complex soundscapes and spatially perceived rapid changes in sound and vibration. Due to its nature in feedback, the piece is highly sensible to the environment in which it is presented, and immediately reacts to the visitors movements.

The installation can be set up with either 3 or 5 units, depending on available resources.



RELATED WORK & INFLUENCES

- » David Tudor: Rainforest IV
- » Alvin Lucier: I am sitting in a room
- » Robert Musil: Der Mann ohne Eigenschaften (via René)
- » Jonas Löwgren & Erik Stolterman: Thoughtful Interaction Design
- » Don Ihde: Listening and Voice, A Phenomenology of Sound, Ohio University Press Athens Ohio
- » Till Bovermann & René Tünnermann: Auditory Augmentation
- » Erich Berger: Tempest





ERICH BERGER

Austrian-born Erich Berger is an artist and cultural worker based in Helsinki/ Finland. His interests lie in information processes and feedback structures, which he investigates through installations, situations, performances and interfaces. His work has been shown and produced internationally, and received a number of awards. Venues include Ars Electronica Festival Linz/ Austria, File Festival Sao Paulo/ Brazil, Sonar Barcelona/ Spain, TEKS Trondheim/ Norway and Venice Biennial Italy. He worked for Ars Electronica/ Linz/ Austria, Atelier Nord Oslo/ Norway and LABoral Gijon/ Spain. Currently he is a lecturer at the Fine Art Academy in Vienna/ Austria and the coordinator of the Ars Bioarctica initiative of the Finnish Bioart Society in Helsinki/ Finland.

[<http://randomseed.org>]



TILL BOVERMANN

Till Bovermann is a researcher, artist, and engineer, currently exploring tangible and auditory interfaces at the Media Lab Helsinki, where he leads the TAI Studio. He has worked at various institutes within Bielefeld University, Germany, and most recently in the Ambient Intelligence Group of the CITEC Cognitive Interaction Technology Center of Excellence.

Till Bovermann's artistic works are mostly concerned with the relationship between digital and physical space. He is co-founder of TooManyGadgets, a media art group that tries to illuminate this relationship. Till Bovermann has created installation pieces in conjunction with Animax, Bonn and as member of TooManyGadgets. Alongside his artistic and academic work, he also develops software, mainly in SuperCollider.

[<http://TangibleAuditoryInterfaces.de>]