

PROPSAL FOR "REFERENCE"

An acoustical environment

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I am interested in providing a sound environment in which one can perceive on an experiential level the three dimensional interactions of sound waves in a given space. Electronic audio systems enable us to both generate and display non-complex fluctuations in air pressure and can therefore aid in the observation of wave dynamics. Over a period of a few days to one week I hope to become acquainted with the unique acoustical characteristics of a given space; and to program various environmental situations utilizing variable wave interference patterns and electronic feedback loops. Since one must become an active mobile participant in order to affect and hence "understand" the system, the program precludes such concepts as "listener" and "audience". Most important, is that a participant learns to "visualize" or "image" sound as mechanical compressions in air, and can then perceive an entire complex "geography" of both visible and non-visible energy waveforms interacting in space. The technological extensions of our senses enable us to extend our biologically imposed sensory limits in order to formulate a progressively larger world view of the material universe.

I am also interested in experimenting with means of visualizing the topography, possibly using laser or electronic scanning techniques for this purpose- eventually "mapping" out the space.

It might also be interesting to set up such a project in a more open situation, i.e. outside.

EQUIPMENT NEEDED

A very powerful four channel sound system - two stereo power amplifiers (or one quad), quad tape deck with pre-amps, four powerful efficient speakers
minimum of two waveform generators (must have sine wave)
a few good microphones (the more the better) and mike mixer.