Kio Griffith Coral Sea project Part2 SoundPedro at Angels Gate Cultural Center

## Absence With::Out Arrival

concept

The proposed work for SoundPedro 2020 is a spatialized sound-based installation throughout a tunnel passage connecting the entryway by the former army barracks at Angel Gate Park, to an empty battery dugout from World War II. Audio outputs (5" speakers) will be positioned at 9 feet intervals throughout the tunnel. Digital audio players will supply the playback source, powering two channels each, left and right as monaural outputs. The audio contents are voice recordings of non-military nor naval civilians, women and children, affected by the war experience, living survivors' accounts from both sides; U.S. and Japan. The spoken passages will allude an imaginary dialogue

among voices of opposing sides. The illusion of non-descript identity and the blurring of the categorical border will be heard in the editing. The acoustic experience will be a combination of environmental sound and narrative imaging while walking the length of the installation. The spoken word component will create some degree of psychoacoustics while the spatialization of the speakers are set as time markers — a time travel segment—walking to the past towards the empty battery dugout as well as returning to the future while retracking to the entry and also the exit of the installation. In addition to the networked sound, a lighting component threading through the space to transform the sensory audio experience.





Lines of Demarkation / The Enemy That Never Arrived

PROJECT FOR SOUNDPEDRO 2019 & 2020



## Plan B

Battery Farley Angels Gate Park









Plan A Fort MacArthur / Battery Osgood Angels Gate Park

> Brute architecture Concrete acoustics



## Plan A

## Fort MacArthur / Battery Osgood Angels Gate Park

Brute architecture Concrete acoustics



Reflective surfaces Absorbant mass Resonant cavities Split channel chambers Glissando time warp Tech + Production Notes:

- sixty 5" diameter speakers
- felt fabric oufitting for balanced acoustics & asthetics
- motion activating sensor
- frequency activated LED lighting
- oil tubes with olfactory component
- salt architecture destroyed over a long time-release
- two-channel ntersectional video projection
- correlating wireless / Bluetooth audio guide

VOICE samples (experimenting with languages)

