



cloudfield (2010)
multi channel audio
installation

cloudfield is a multichannel audio work designed to be hung in a gallery environment. The audio material, normally the digital audio detritus of hisses, clicks, and overdriven low end, is repurposed and sculpted into multiple audio streams designed to be played through large white panels hanging vertically from the ceiling by fine wire. Speaker drivers are stuck onto the backs of the panels, creating the illusion that the sound dwells within the panels themselves from the front, and revealing themselves when the gallery patron walks around to the back.

The piece explores how we can subvert the conventions of digital audio and video manipulation and the glitch aesthetic to reflect a more nuanced and gentle perspective on our inner life and the natural world. The audio materials and diffusion design of the sound is a work that puts the *cloudfield* installations squarely in the context of my current practice. The experience of this work, with its simple elements and stark design invokes inner stillness and connection to nature, despite its materials.

There are a variety of possible installation options, 2 of which are outlined overleaf.

Support required from gallery:

AC power

8 channels of sound amplification

Wire suitable for hanging panels

Supplied by artist:

speaker drivers/panels, sound on laptop/soundcard or hard disk recorded (rental)

Exhibitions:

the known world, solo show, Toronto, 2010