

~~a)PART\_to\_de(PART~~

py.rate.chnic session №3

w/ Mark

Ioana

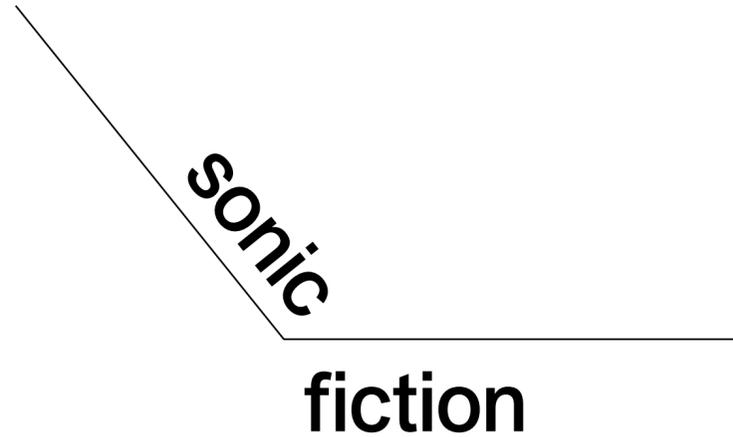
Tisa

# ~~what we're gonna do today:~~

- \* temporarily inhabit a space  
where we explore the material  
and linguistic aspects of sound

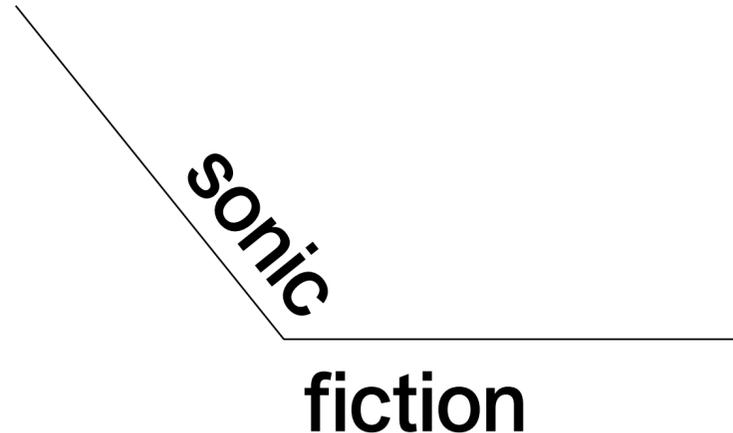
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1) 14-14:50

intro + warm up

2) 15-15:50

a. deconstruct objects

a.1. listen carefully to resulting sounds

a.2. observe the sonic qualities of the object(s)

b. select expressive sounds and reproduce them

c. record chosen sound bits/samples/

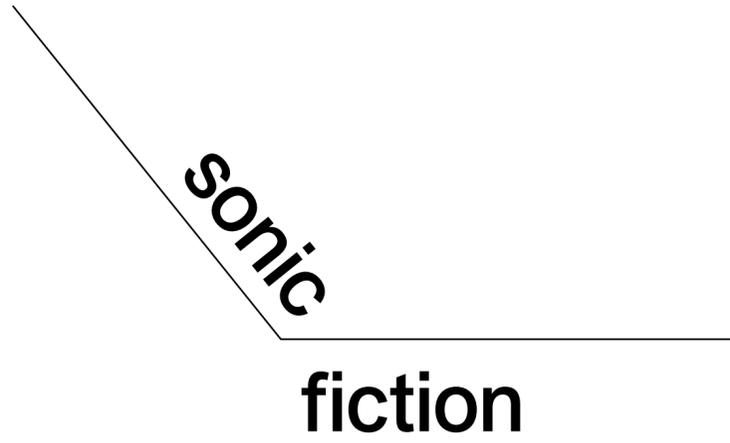
3) 16-16:50

(re-)listen, compose, mix, jam, perform

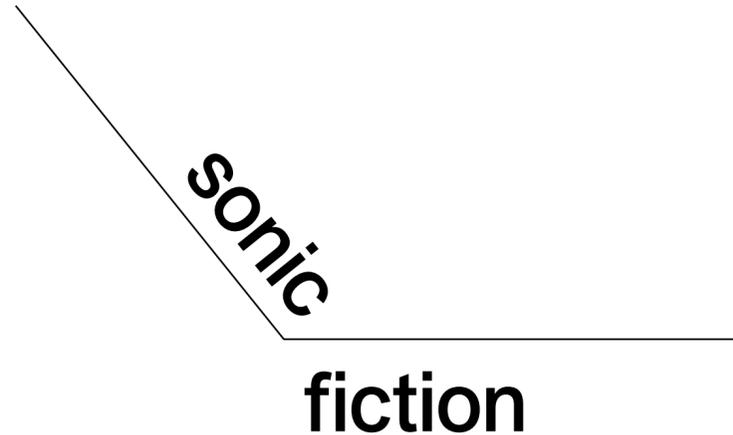
4) 17-17:50

more jamming and feedback

~~framework:~~



# ~~framework:~~



“The term sonic fiction can be understood as the convergence of the organisation of sound with a fictional system whose fragments gesture towards but fall short of the satisfaction of narrative. A sonic fiction is assembled from track subtitles, the instructions in run out grooves, the statements on labels, the graphic images embedded within the support system of the record or the CD or the file, all of which feed into and reinforce each other to form a plane of consistency. Each of the elements in a sonic fiction can be extended across the discourse network of online culture.”

Kodwo Eshun - *Drexciya as Spectre*

# ~~playlist:~~

1. Drexciya - Bubble Metropolis 06:58, *The Quest*, 1997
2. The Caretaker - All you are going to want to do is get back there 03:47, *An empty bliss beyond this world*, 2011
3. Sun Ra - Yucatan (Impulse version) 03:44, *Atlantis*, 1969
4. Fatima al Qadiri - Shaneera 03:41, *Shaneera*, 2017
5. Lee Gamble - Nueme 07:23, *Koch*, 2014

## Drexciya - *The Quest*, 1997



**The Caretaker - *An empty bliss beyond this world*, 2011**



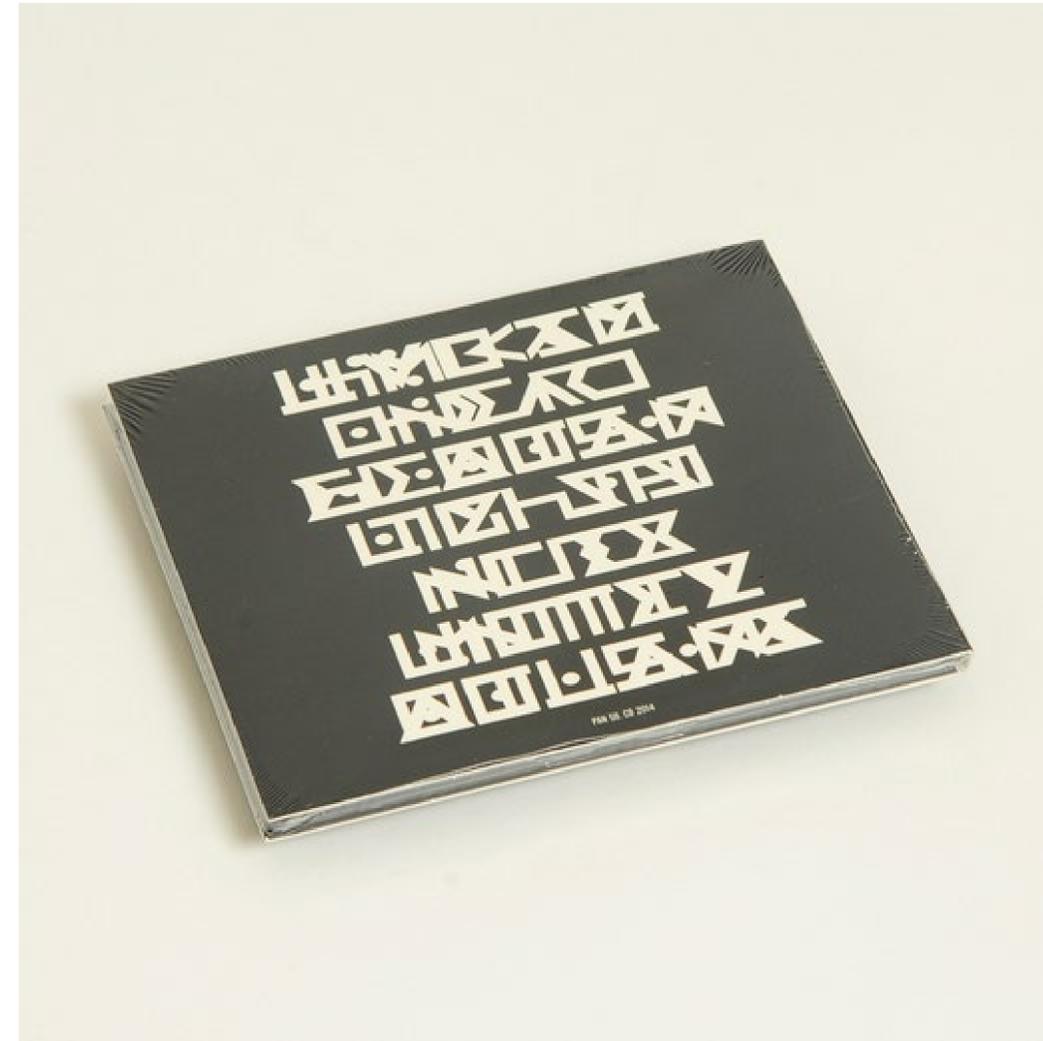
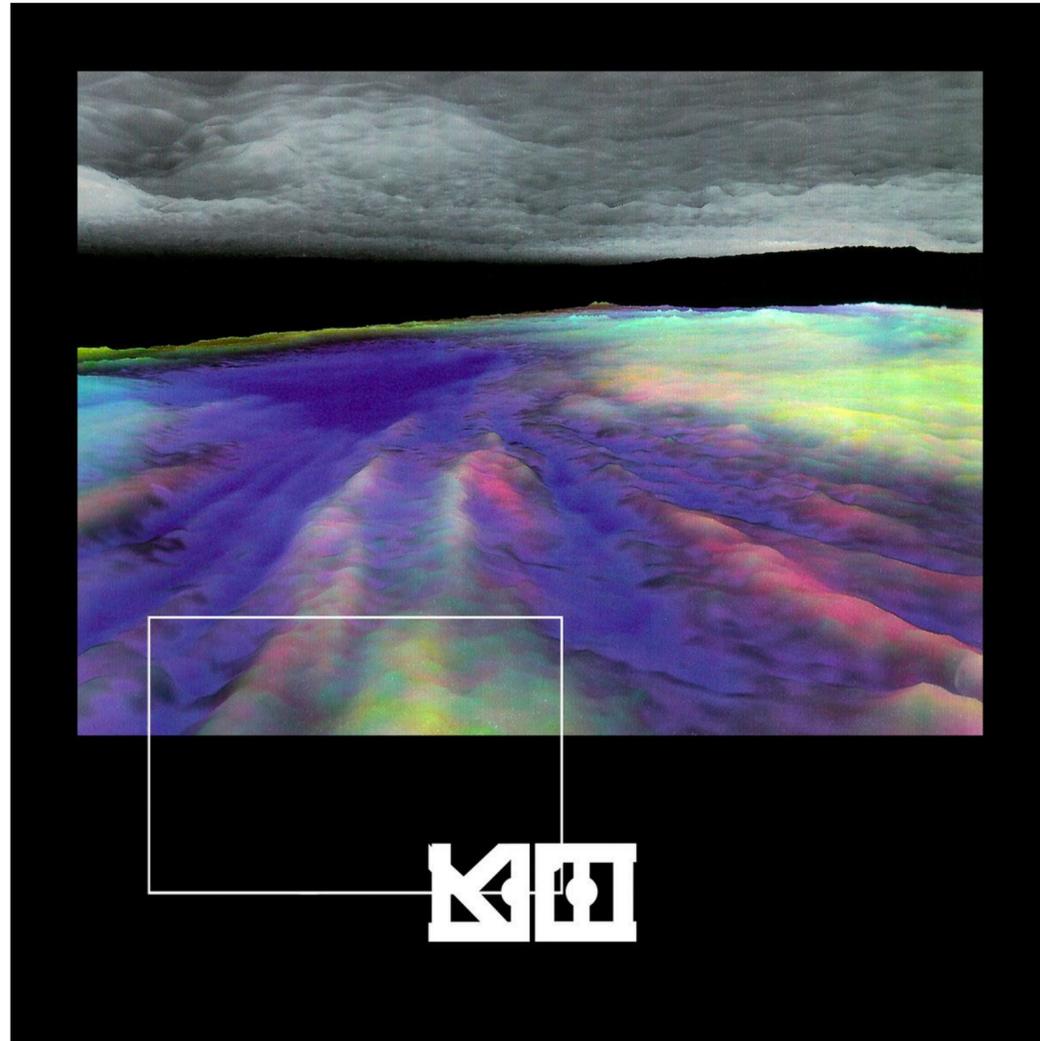
# Sun Ra and his Astro Infinity Arkestra - *Atlantis*, 1969



# Fatima al Qadiri - *Shaneera*, 2017



# Lee Gamble - *Koch*, 2014





~~other~~  
~~examples~~

infrasonica.org

CTIONS

# INFRASONICA

SONIC REALISM / WAVE #2

SEPTEMBER 2020

5 FEATURES



HOME ABOUT EXPLORE

WAVE #2

SONIC REALISM / WAVE #1

Infrasonica is a digital platform of non-western cultures. We record, analyze, and debate the eeriness of sound and its auras, linked to the world with the audible, the hidden, and the sensitive. Infrasonic waves operate at a frequency that is undetectable by human ears even though they are often generated by massive ecological phenomena such as the movement of tectonic plates or the deep currents of the ocean. Infrasonica aims to be a catalyst for those vibrations. The platform will include archives of experimental sound and visual artists, as well as theoretical musings on contemporary critical thought. By relying on a borderless network of collaborators, Infrasonica will blend essays, conversations, and speculative works that encourage critical curatorial and research projects.

## SONIC REALISM / WAVE #2:

Sonic Realism is the first Current of Infrasonica, which will be composed of three annual Waves interrogating the relationship between non-western sonic/visual practices and politics. We aim to think about how sound is translated and mediated through cognitive and non-cognitive technologies, sabotaging labor automatism, regimes of truth and the politics of the representation of alterity.

MORE INFO



Wave Track 1. Kelman Duran | Lento x Katana

(ESPAÑOL →)

## Editor's note #2

SOUND (ESPAÑOL →)

### Resonator



1 Kelman Duran | Lento x Katana, from 13th Month (2018)

00:00/04:39