

## Lab 2 ::

# // Multidimensional Audio

For the second lab/showcase of the semester, please create an audio work/composition or interactive interface that addresses spatialized audio. Consider works that interact with time and space in abstract ways. Can your work interact with space in terms of scale? What does space mean to you? (Personal space? Outer space? Interstitial space?) Feel free to use the technology of your choice including but not limited to using Max/MSP with SPAT from IRCAM, the main room mixer, Max for Live, etc. Technology is not the point but rather focusing on the poetics of the work and thinking about how technology can augment our perception of space is the goal. You could prerecord audio and present your lab as a standalone 8 channel artwork in the CNMAT main room or think about other abstract ways to spatialize audio i.e. using networked audio over the internet or radio technology as we looked at in class.

Conceptually think about the potential physics of sound, do you need sample accuracy? Is an inaccurate system built into your work? If you were to build a new interface for performance, what would that interaction look like? etc.

As always if you have any questions or concerns technically or conceptually, feel free to contact me: [blanton@berkeley.edu](mailto:blanton@berkeley.edu).

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