

WD-40



TRASHLINK

TrashLink



TrashLink is a sound interactive virtual experience for multiple users that aims to use sound as a speechless narrative medium. This empiric system presents an astro-ecologist discourse through a playful abstract dystopia.

Once you get inside the virtual space, there is no way back. Every choice, action or stillness lets a print on the environment. The matter can be transformed. Ironically useless remains, junk, seems to endure.

TrashLink presents space debris turned into an organic soundscape, a deadly flying problem as an unreal sonic experience.

TRASHLINK

Interactive Installation Proposal

Valencia, Spain, 2020

WD-40

Members:

Sergio Lecuona Fornes (SP)

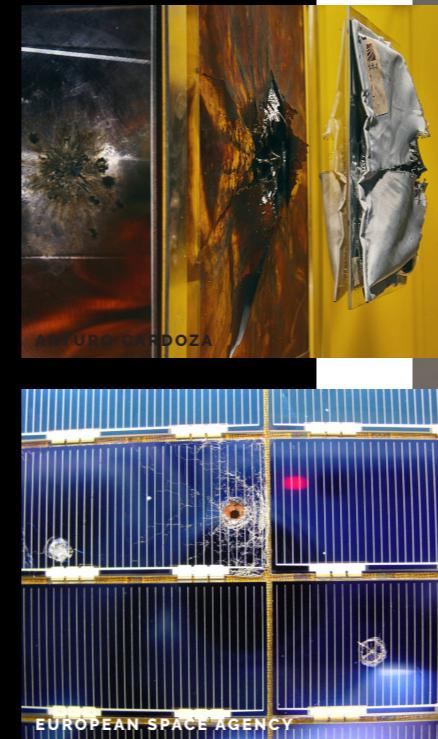
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Intro- duction

After almost 70 years, the sky is getting its attention back with some details shifted. Now there is no animal "hero" that gets propelled on a "tin can", but a car that dances with the planets. It is not about two giants racing to reach the stars, but the man who dreams about tourists getting on the moon. There is no people in front of the tv but at their computers connected to the internet.





TRASHLINK

Description

The environment of TrashLink reacts to the presence of any user. Every time a player joins the system, a rest-object, with an unique density and size, is released to the virtual space. The users are able to freely explore the area and interact with all the surrounding elements, which represent the accumulated trail of all past visitors. These small objects navigate weightless at different velocities as if they were in outer space.

The soundscape that can be heard in TrashLink is produced by cascading collisions of the debris elements in the virtual environment. But the real dynamic experience relies on the small sonority of the objects hitting each other. As the space gets more and more crowded, the cloud of noises increases, until the point when it's impossible to explore without bringing on a clatter.

The visual-art design is intended to let the main role to the listening without under-using the media proposed (videogame). Taking this objective, we noticed a strong connection with the early space videogame "Asteroids" which we took as inspiration.

From a technical perspective, ThrashLink is an application developed as an online multiplayer video-game using Unity engine. This provides us with a tool for fast implementing simulated physics reactions in our virtual environment. In addition, for practical and stability reasons, our program is linked to a file that stores information about some elements inside the game.

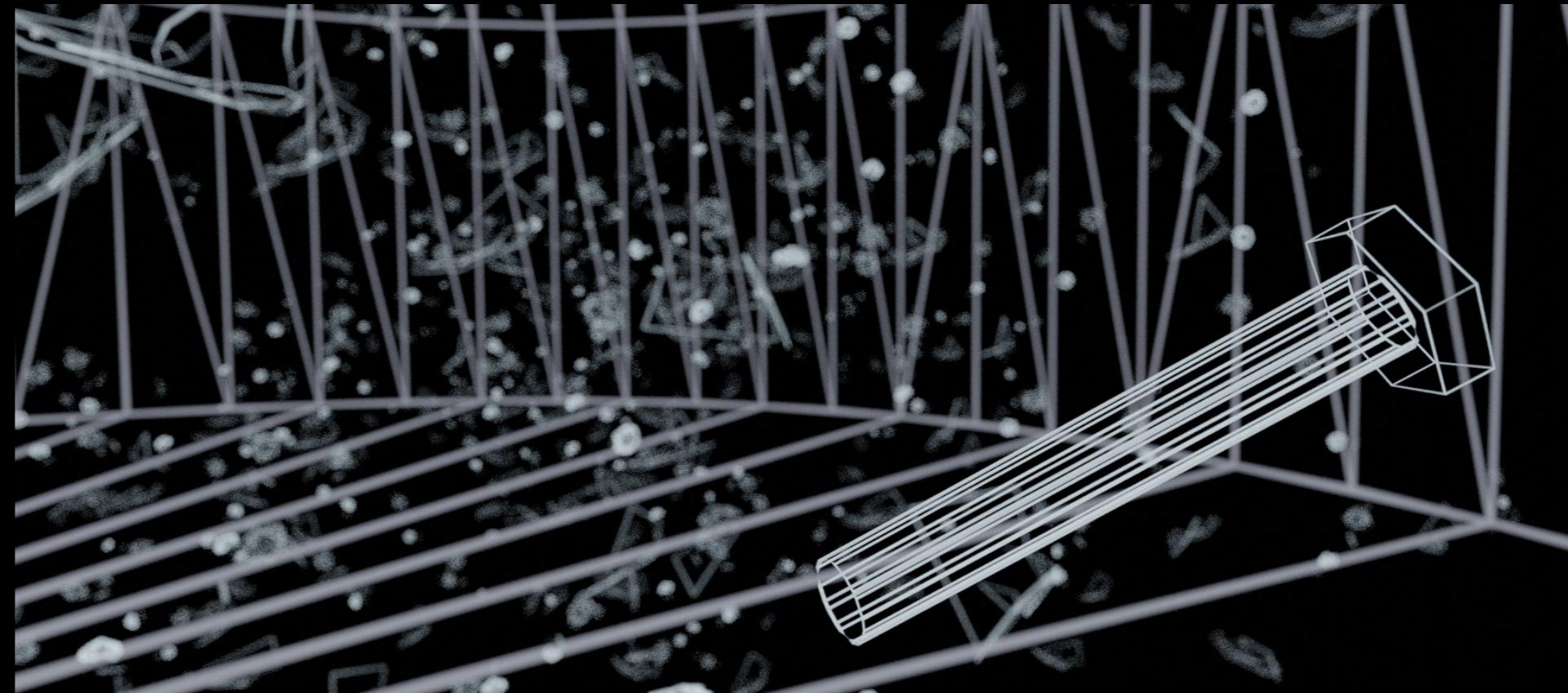
Elements

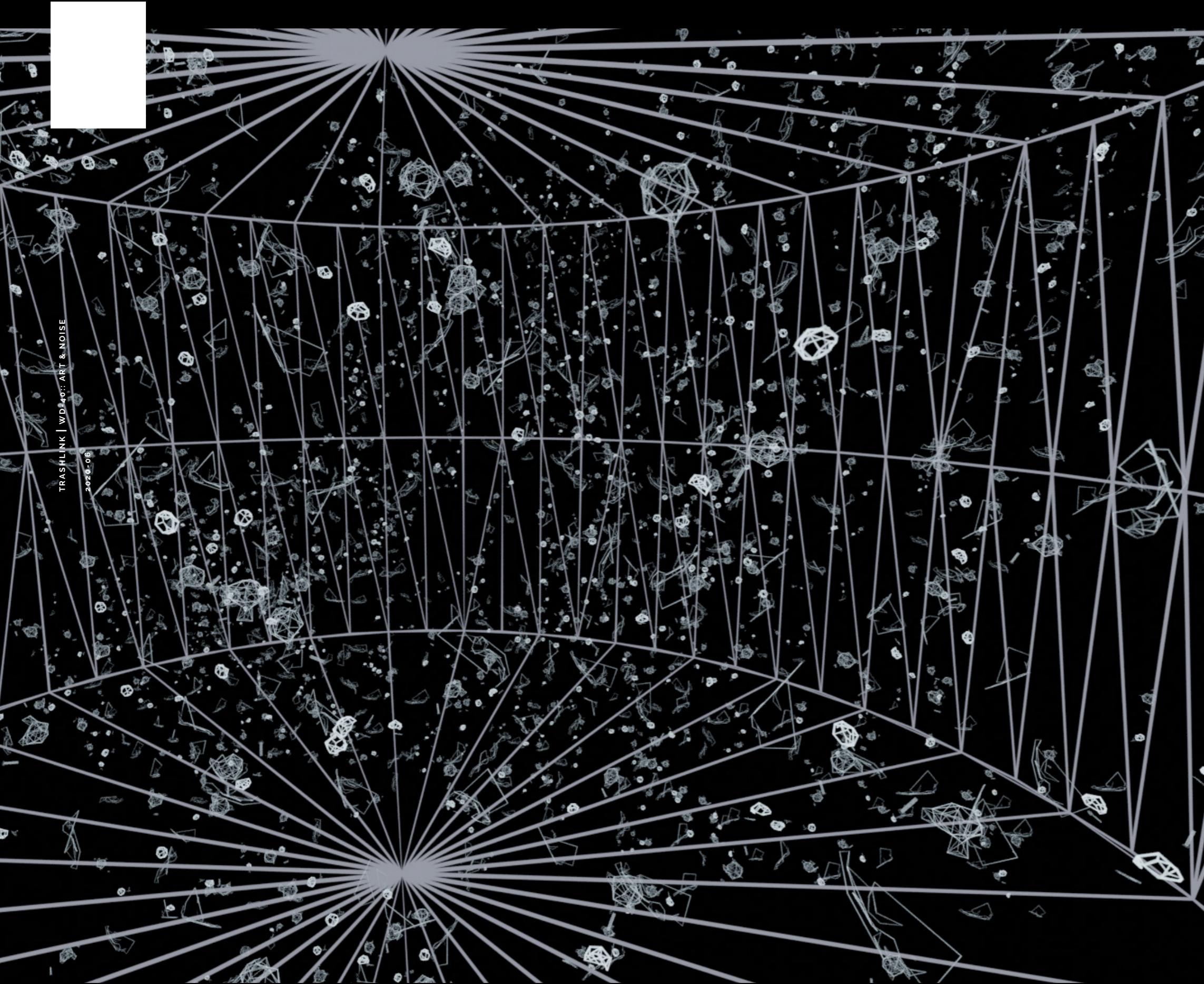
following three kinds of elements can be found in the 3D environment of Trashlink:

The players' avatar. "As we understood from the call document, the avatar, its controller scripts and the multiplayer manager will be provided by the organization team".

Environment. The space is designed to be minimal, so it doesn't keep the attention from the other elements. It consists of a grid looking cylinder.

Space Debris. This kind of elements can be seen floating weightless and crashing each other producing the soundscape. They vary in shape and size, based on five different prefabs. The shape and characteristics of this "space debris" are assigned to them when they are created, every time a user joins TrashLink. But also, they are backed up every ten minutes into a database. This allows the application to turn off and restart almost from the point it was stopped.





Mechanics

The system of TrashLink consists on a few mechanics:

The players can:

- move around the area.
- jump as if there is low gravity.
- collide with the virtual environment.
- automatically generate one "space debris" element each time they join TrashLink.
- collide with the "space debris".
- hold a debris piece at a time (if the organisation proposes a 1st person perspective).

Space debris:

- is not affected by gravity.
- collides with all other elements.
- emits a sound with every collision.

Environment/system:

- when the application is started, it reads the database file and spawns all the "space debris" objects collected on it (if there is any).
- every 10 minutes it rewrites the information about "space debris" (position, scale and type) in the database.

Dinamics

The main dynamic in Trashlink is the accumulation of "space debris" caused by the visits, that will gradually transform the soundscape from a delicate pointillistic texture to a noisy wave of cascade collisions.

Space Debris

This is the list of elements that may spawn in TrashLink, based on the objects reported to be on orbit:

Bolts

Nuts

Iron plank

Fragments of
satellites

Bent

Pieces antenna

Suzzane (easter egg)

Support estructures

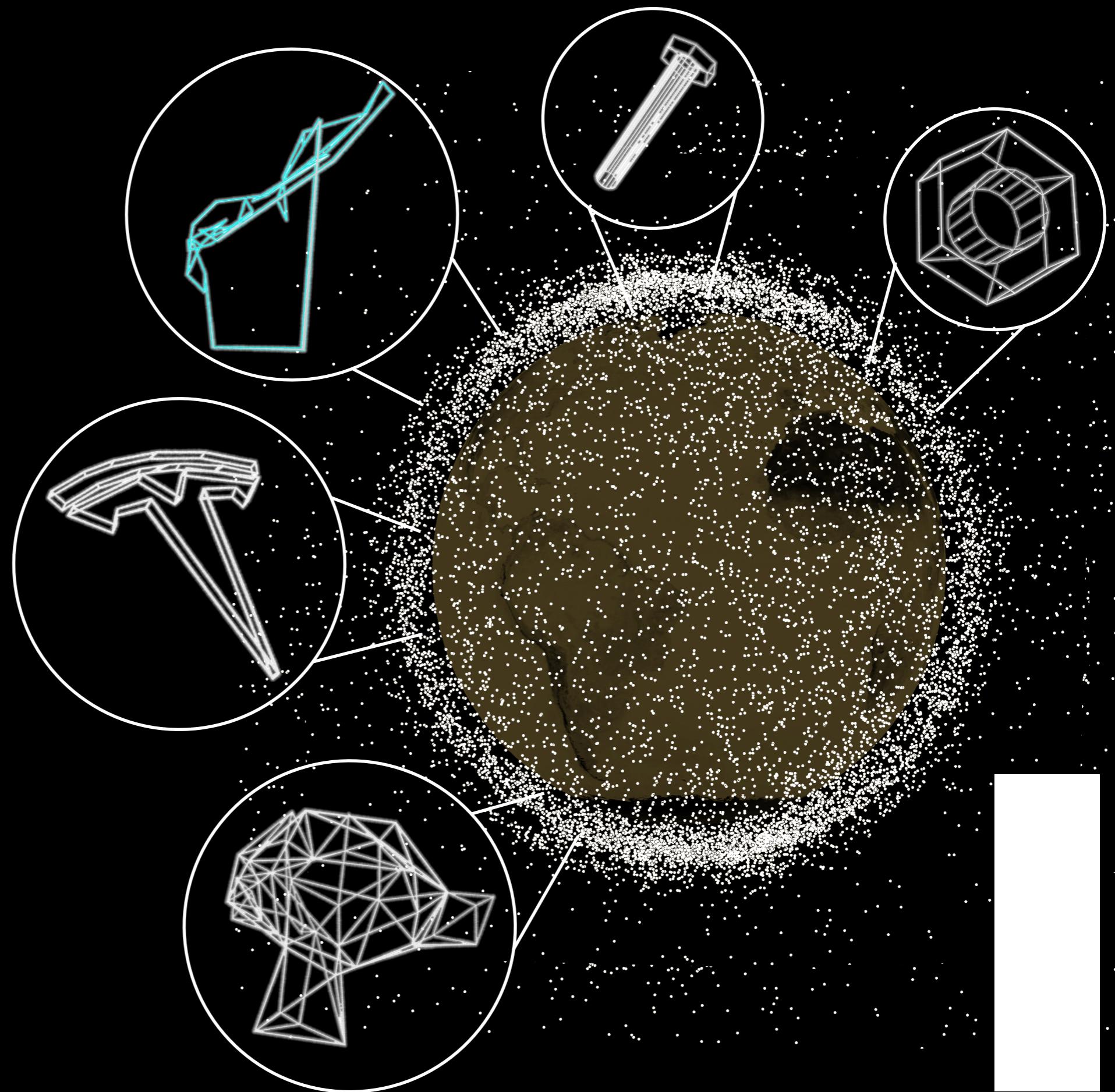
Tesla icon (easter egg)

Solar cells

Golden disc (easter egg)

Rail cap

Tubes





Art & Noise



WD-40 is an art collective that works on the field of noise, audiovisual experimentation and sound performance. It was founded in 2018 as a student initiative inside the Master AVM (Visual and Multimedia Arts) of the Universitat Politècnica de València.

Their works often have a performative character and are influenced by the visual aesthetics of sci-fi, glitch and remix. They have been shown at the art festival Volumens Day and small venues as Pluton CC, La Posta foundation or Nolich.

We are currently developing new public interventions, installations and live projects that combine data, live coding and audio-hacking while keeping a media archeology approach.

“Noise stretches listening to an extreme”

(Voegelin 2010)

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https://wd40noise.github.io/WebD_40/