

# FREQUENESCENCE:

AN AUGMENTED REALITY BLURRING OUR AURAL AND VISUAL PERCEPTIONS

Throughout human history, light has been idealized as a symbol for progress, hope, and spirituality. We see its influence in its ubiquitous use in religion, colloquial speech idioms, as well as its presence as metaphor in literature and song.

From our earliest beginnings, new means of manipulating light have given humanity new prospects. Starting with the control of fire and progressing through our understanding of electricity, optics, bioluminescence etc. Rapid innovations in many fields have followed our increased control and understanding of light.

Frequenescence is an augmented reality experience inspired by the changing perceptions and history of our use of -and fascination with- light.

Culture has placed several stigmas on light that correspond to how it “sounds”. Many visual representations of light come with illustrations of sound, for example, the color of music, or a film portraying certain effects created by light (i.e. the shining of a sword or the buzzing of a light saber).


This aural aspect of light can be extended to the emotional associations and sight inspired descriptors used to describe music and musical timbres. Frequent lighting descriptors used to describe sound and emotional content include the obvious “happiness as brightness” and “sadness as dark” and the more nuanced “murky, mysterious, foggy, glowing, brittle, stark, soft focused etc. “

Night and day - Yin and Yang. These are both common approaches toward a cycle featuring the arrival of darkness, and the daily rebirth of light. Frequenescence seeks to examine how human moods and reactions are affected by both the absence and presence of light in both a visual and sonic context.

Questions we pose as inspiration for our project include:

- Do humans seek to introduce or remove light from their environment?
- Does light have flaws?
- Where are the contradictions and exceptions to the general connotations surrounding the use of light in symbolism?
- In particular: What qualities of light might not have positive affects and when is the absence of light understood as desirable?

Utilizing a three-dimensional piece of art as a projection surface, Frequenescence will employ three-dimensional projection mapping software to create the illusion of physical manipulation of the geometric surfaces of the sculpture. This method will challenge the audience’s visual perception. We as artist/composers coupled with interactive audience participation will perform a sound composition influencing certain parameters of the visuals presented from the projection. The aural space will challenge the listeners as well, leaving an impression of a new reality within the realm created by these two senses.



Frequenescence exists as a two fold project. First it is a gradually shifting 24 hour interactive light and sound installation piece which invites audience members to experience its changing reactivity over the course of a day. Second it is a performance space in which the artist/composers plan short sound and light compositions to be viewed by a passive audience or joined by an active audience.

The cycle of night and day will play a key part in the design of the installation. Different compositions will accompany carefully selected portions of the day, all depending on the amount of light normally associated with that time of day. Several scheduled performances featuring the composers would occur throughout the installation's lifespan. These would also rely heavily on audience interaction, as mentioned above. The audience interaction plays important roles in the amount of light introduced into the space, which not only influences the visual elements, but will factor in the aural space as well.

Through examining light from as many angles as possible we seek to create a surreal portrait asking the audience to reflect on its own associations and memories of this powerful presence in our lives.

