Bio: Christina is a sound artist from NYC who can be found biking home at 5am after bouncing between clubs, dancing alone on a sticky floor and crying with strangers to bootleg MC.

Story: What did you create? Why? How? How does it relate to you or your city?

Sound: What is the basis for sound in your instrument? What are the sampled sounds or data sources? How are they manipulated or used in the instrument?

Controls: What do you do to play your instrument

Story: I created a 3D pigeon collage that pays homage to one of the city’s most distinct street inhabitants. Over the pandemic, because I was spending so much time in my room, I noticed the pigeons that frequently visited my window ledge and became increasingly fascinated by their mannerisms and sounds. Most people aren’t huge fans of pigeons, but I believe they deserve their own platform when mapping out the sounds and energy of NYC, which is why I chose to create a pigeon-carried instrument.

Sound: The sounds are recordings of pigeon coos, movement, and other activity from both my phone and a pigeon-detector, set up using a raspberry pi. The images captured with the camera module are hung in the 3D space (built with Three JS) and are attached to the recordings. The instrument builds on the manipulation of the images, making use of Three JS’s positional audio library. By altering the orientation and speed of each image, you can start to mimic the fluttering of pigeon wings or the choral effect of a mass congregation of pigeons.

Controls: The instrument comes with a complete GUI user interface, allowing for users to change the x and y orientations of the images and the speed of the rotation (can be toggled on and off). Users can also drag the images in and out of the scene or overlay them to create interesting mixes of sounds.