**Moogfest Installation Proposal**

**Egg Syntax**

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**Description**

I’ve written custom open-source software, Sonify (https://github.com/eggsyntax/sonify), which turns arbitrary time-series data into audio. For Moogfest, I propose to use this software to turn fifty years of global temperature data into 30 minutes worth of audio. The audio will be musical (somewhat in the tradition of American minimalist composers like Steve Reich), while also directly representing the data, such that to listen to it is to actually hear global warming happen.

Visually, the piece is centered on a translucent plastic globe, 4 feet in diameter, with a stylized outline of the continents on it. LED lights inside shift over the course of the piece, so that the colors on the surface of the globe are representing temperature (shifting from blue for cold to red for warm). The sphere is suspended within a regular tetrahedron made up of steel pipes, with a solid base. The tetrahedron is 10’ on each size. The base, which is 1’ in height, contains the hardware: a computer, two speakers, and a controller for the LED lights. Simple LCD displays on each side of the base show the viewer what month and year they’re currently hearing and seeing.

Climate change is a process which threatens to affect the lives of nearly every human being; nonetheless it’s an abstract process, and difficult for most people to connect with emotionally. This should be clear from the fact that, although it’s widely recognized in the scientific community that climate change threatens our way of life, there has never yet been the political will to take serious steps to minimize it.

This piece attempts to take that abstract process and make it a visceral sensory experience, in the hope of making it more emotionally real to people. For me, it's also part of a long-term interest in process-based music and particularly sonification (a subject being addressed by some of the speakers at Moogfest as well). It attempts to take a somewhat novel approach to the long history of turning data into music that's actually interesting, approaching sonification through timbre rather than pitch.

