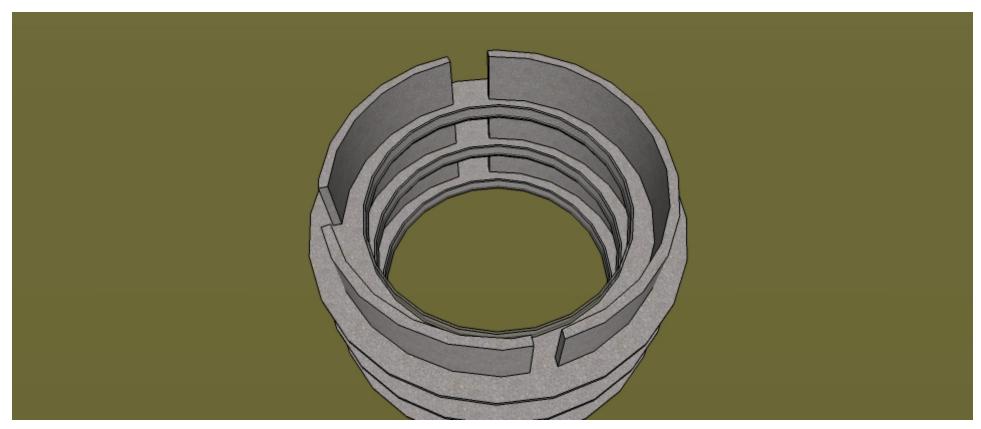
DEERHORN @ ZEUM

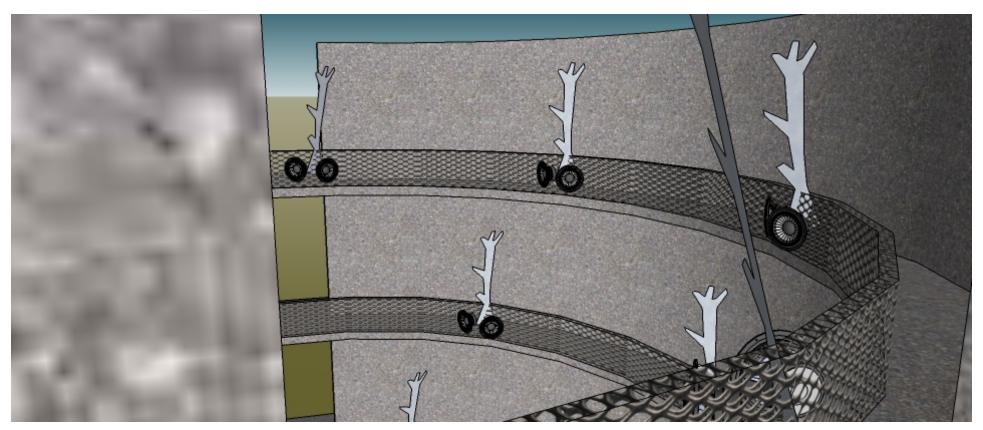
Project Proposal

Taking a simplified model of the ZEUM, an architectural space of three floors.



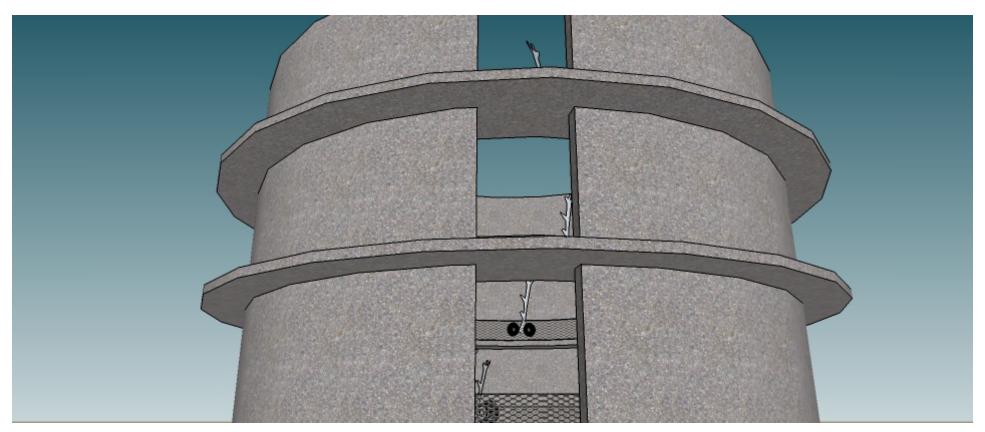
This space is interesting, for its light from above, and also the wide open core of air, which can "enfold" many organic voices in a sophisticated way.

The artist will construct and install 21 "Deerhorn Devices" in the space.



The Deerhorn is an interactive radio-analog device which synthesizes sound based on visitors' movements. There are seven per floor. Antennae project above railing.

From the main entrance, visitors will be drawn towards the resonant sounds...



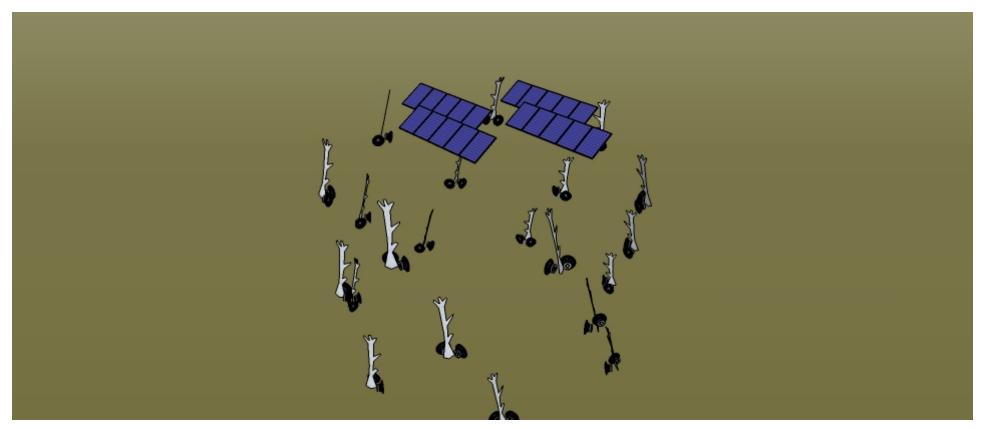
Each module consists of the Deerhorn circuit board, an aluminum (reused item) antenna, and two speakers: one for approaching guests and one for those withdrawing.

Each module is an independent voice But inter-woven they sound alive.



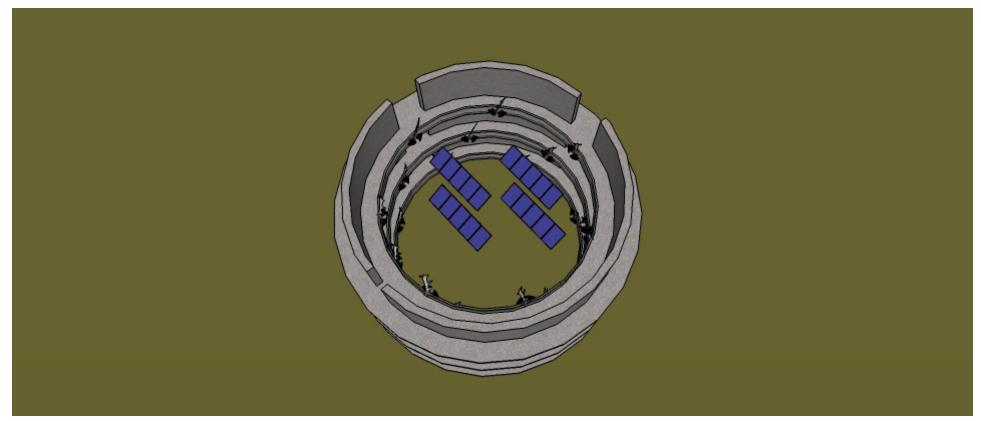
The Deerhorn web, considered as a multiplicity in space. Each member can be a modulator for others in the web, creating complicated feedback timbres, chaos.

In the final part of the residency, Installation shall go low-power solar.



Using the light from above to power the devices, they shall drift accordingly in weather. Before they were power electronics; now they are subtler sounds and insects.

DEERHORN @ ZEUM powered by solar and/or service



Each antenna is child-proofed, while the circuit board and speakers are located on the outside of the railing, to house them from accidental damage.

Specifics

All materials are provided by the artist; as many materials choices will be made on site, the fee is comprehensive. Solar Panels are of the efficiency "Car Battery Charger" type, and they shall be mounted safely to the roof window. All wiring is draped artfully and sometimes woven in the core of the space, away from anyone's reach.

Weekly Schedule:

- 1: Construction of Deerhorn Circuits, demonstration with portable piece.
- 2: More Assembly, including workshop with participants.
- 3: Mock up of installation at ground level, demonstrations of interactivity.
- 4: Installation in the space
- 5: Enabling cross-modulations
- 6: Switching from servicepowered to solar-powered.

Interactions

- On a primary level, the piece is interactive. Each Deerhorn has an ultra-sensitive antenna which can sense subtle movements within a five foot radius and beyond.
- During the Construction Phase, artist shall be available to lead "Deerhorn Cottages" to willing participants, whosoever shall prove competent at soldering, and for a small materials fee (\$75) they shall receive their very own self-made single Deerhorn device, with tuned antenna salvaged from scrap materials.
- During the first phase, roof tarp is on, and the Deerhorns shall emit light-forms based on the sound-forms. This is done with a simple configuration of LEDs in the synthesizer. Thus there is a visual compliment to the audio, based on light dispersion in the space, as well as shadows within the architecture activated by movement.

Analysis

Allowing qualifying visitors (older children and above) to make their own Deerhorn devices, in effect, will make them "stewards" of their own pieces within the museum, bolstering any tech support needed such as small tunings or fixing a broken wire.

The piece itself, however, is accessible to all ages. I have tested that myself, at home, with my newborn, who was able to understand the simple correlation between movement and sound herein presented.

Links

Peter Blasser CV

http://www.ciat-lonbarde.net/deerhorn/PBCV.pdf

The Deerhorn Project Documentation:

http://www.ciat-lonbarde.net/deerhorn/

Interning at the workshop, including "Micro Cottages": http://www.ciat-lonbarde.net/deerhorn/workshop.pdf

Ciat-Lonbarde, maker of Sidrazzi, Tetrazzi: http://www.ciat-lonbarde.net/

Sidrazzi Organ @ Ciat-Lonbarde:

http://www.ciat-lonbarde.net/sidrazzi/