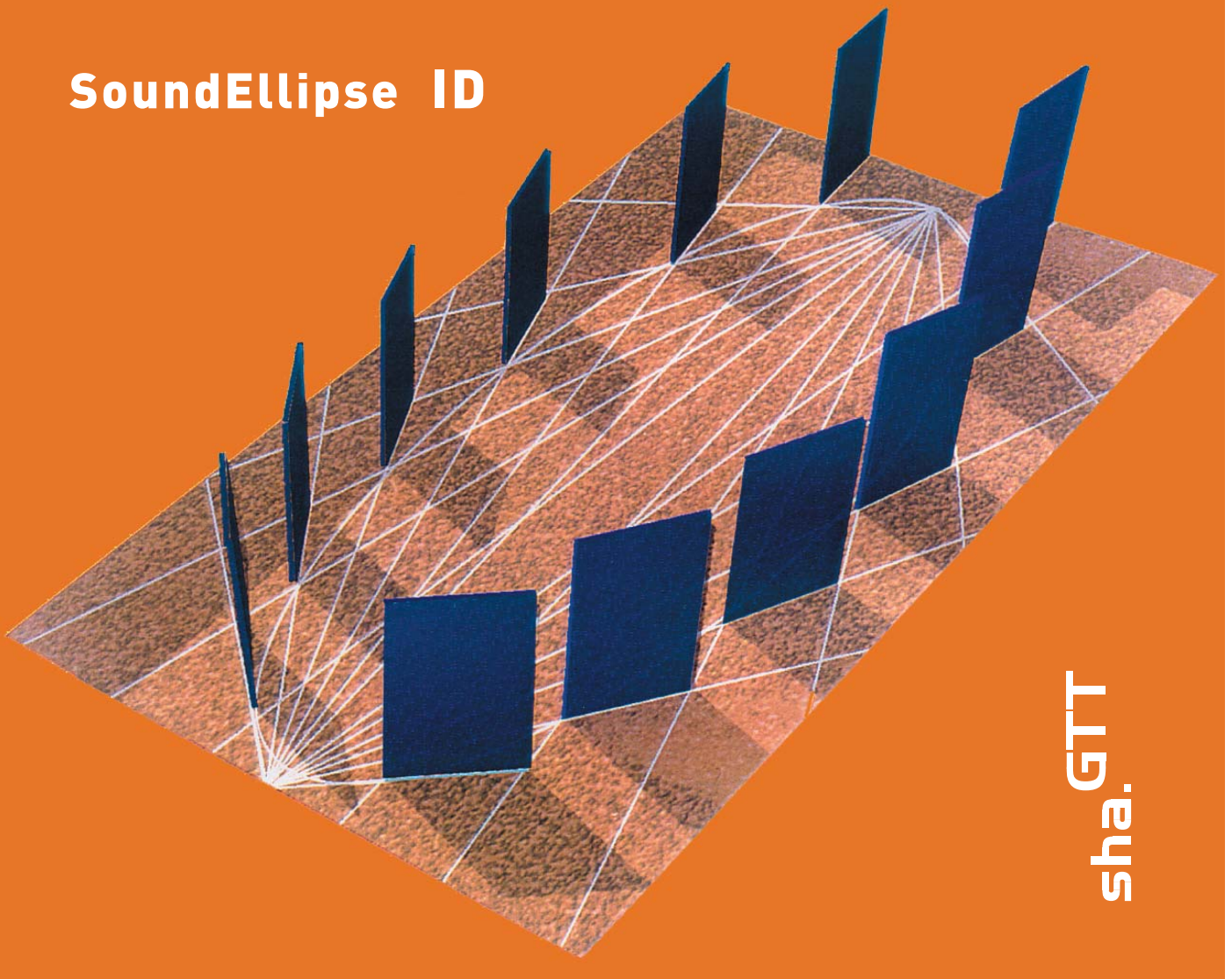


SoundEllipse ID



sha. GTT

- **Europe's biggest sound artwork is opening in Vienna**
A symbol of tolerance amongst world cultures
- **A sacred space for the urban dweller of the 21st century**
Art as a means to integrate urban problem areas
- **14 giant Sound-Monoliths**
Run-down market square is transformed into a digital stonehenge

Dornerplatz 1999: the work on 'ID' commences, wood prototypes are placed in the run-down square



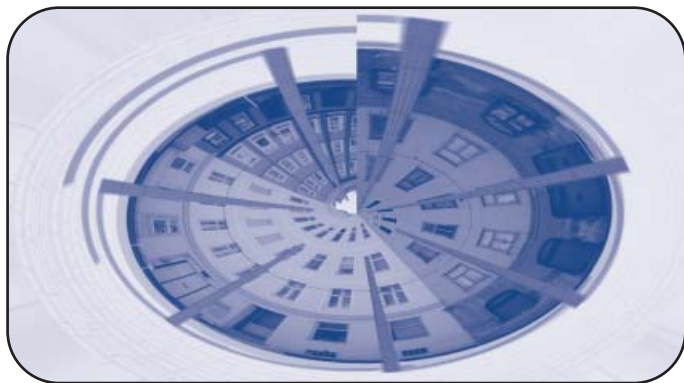
Dornerplatz 2000: the work on the underground carpark is finished, the foundations of the Ellipse are set

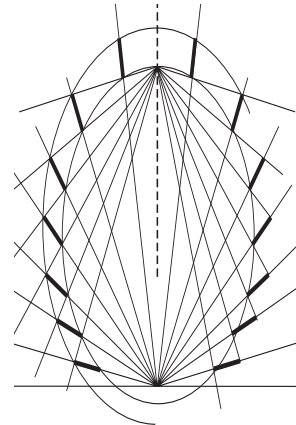


Dornerplatz 2001: the steel construction is set up, the tech-room is finished



The technologies are installed, satellite systems are tested, trial runs commence as ID is being finalised...



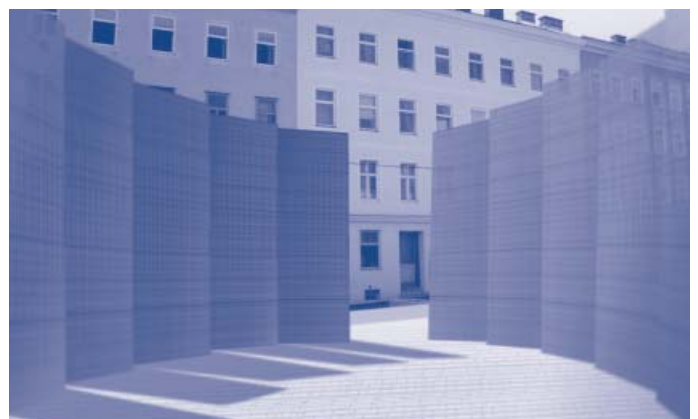


Two poles are focussing the extremes of the intercultural hearing aid

Visitors can walk into the half-open space from either of its two focal points: the view from the entrance area reveals a closed, circular space, created by the semi-ellipse of the sound monoliths. Seen from the opposite end, the same elliptical arrangement creates an open but segmented field.



Walking across the space from one end to the other, the visitors' visual perception is pulsating between impressions of an open and a closed space. This unusual spatial segmentation creates a strong sense of polarity, seducing the visitors to stroll backwards and forwards through the space, thus experiencing the diversity of the spatial sound-phenomena.



SoundEllipse ID

In the media-jungle of the 21st century the cultural identity of people is defined by television, radio and internet.

ID is a simultaneous broadcast of television and radio signals from all over the world into Vienna's public space. This collection and compression of media messages confront visitors with the synchronicity of heterogeneous world affairs and the continuous stream of identities created by world cultures.

The first project of its kind, ID calls for a re-orientation of the self in the midst of an auto generic *whirlpool* of information – a manifestation of openness, embracing tolerance towards the unknown, encouraging an exploration of the unexplored.

EU-project by the Viennese Sound Artists sha. & GTT Comissioned by the City Council Vienna

→ PRESS GUIDE + OPENING CEREMONY ←

Thursday | 29 November 2001 | 10 + 11 a.m.

Intercultural SoundEllipse

EU arts project, commissioned by the City Council of Vienna

Vienna, Autumn 2001: one of the most notable intercultural experiments in Europe is about to commence. ID gives a forward-thinking, radical aesthetic impulse to an urban problem area. Real space and media-space are merged to create a new kind of Gesamtkunstwerk: Radio- and TV-broadcasts from all over the world are collected and transformed on location. A sound-space, developing over years as a digital organism. A walk-in space, continuously folding and unfolding. Visitors move through a kaleidoscope of sound, composing their own personal cosmos.

THE CONTEXT

→ Art in Public Space

Playground for Ethnia

The Dornerplatz in the 17th district of Vienna was long denied to function as a public, social and cultural centre, but was used as an urban 'storage space' instead. As part of a major re-development project, an artwork has been integrated in the square, taking as its theme the unique constellation of the area's social structure: more than 50 % of all residents in this area are of foreign descent. This multicultural atmosphere, which is extraordinary by Viennese standards, is reflected on by the project ID and channelled into an artistic experience for residents, passers-by and interested visitors.

THE PROJECT

→ ID

Intercultural Hearing Aid

IDentities are collected in the shape of radio and TV programmes from all around the globe. 14 such broadcasts are bundled in the Dornerplatz in Vienna and can be experienced simultaneously in the specifically built walk-in Intercultural Hearing Aid: 14 huge monoliths allow visitors to listen to those original signals, as well as the digital abstractions produced by the sound artists sha. & GTT, who process the original signals to generate a new sensual sphere of sound, interacting with every single visitor. The fascinating visual structure of the space, designed by the space artist burkhardt, provokes the visitor to move through the elliptic space mapped out by the monoliths. Thus, oscillating through this kaleidoscope of sound, the visitors 'compose' their own, personal musical aggregate states: approaching a single monolith they will listen into the world; moving between the monoliths a strange world of sounds will touch them. The results from the live-processing of sounds are fed back into the public media space via IDradio (www.ID.at), which can be tuned into all over the world.

The Viennese Sound Artists **sha. & GTT** in Co-operation with Space Artist *burkhardt*

→ Intersecting sound and space

The Viennese sound artists *sha. & GTT* work together with the space artist *burkhardt* on the development of a new *aesthetic of radical sensuality*. Following their latest collaborative project – the interactive sound exhibition SONOSPHERE in the HOUSE OF MUSIC, Vienna – they are now working on the realisation of ID.

sha. & GTT

(Biography)

... have been key protagonists of the experimental music scene in Paris and Vienna since the early nineties, producing exciting and often controversial works such as the sound installation in the *wienflußkanal* (the underground channel of the river Wien), their performance at the *donauinsselfest '95* (Vienna's annual summer festival on the Danube Island), or the absurd musical theatre play *wenn die haider nicht wären*.

In addition to their research and lecturing work at Ircam - Centre Pompidou Paris and the University of Music in Vienna, the two soundartists started to develop large-scale mono- and multimedia projects exploring the sensual properties of SOUND-SPACE-MEDIA, exhibiting at and contributing to important international festivals (e.g. Gaudeamus Amsterdam, Midem Cannes, Acreq Montreal, Unesco Rostrum, Wien Modern).

Furthermore, they produced CDs (e.g. *living room music / ORF*), worked collaboratively with other artists (e.g. *Voices of God*, *Andrè Heller*), and received numerous international prizes and awards for their work.

Since the opening of the SONOSPHERE in Vienna's new HOUSE OF MUSIC (150.000 visitors in the first year, over 2.400 reviews published and broadcast all over the world) *sha. & GTT*'s work has focussed on 'internal and external expansion': on their search for new intersections between man and art they are currently working on projects ranging from cultural urban revitalisation schemes to themepark development and co-operations with wellness centres.

Sound – texture of the world

Our media-dominated world is a wonderful - if sometimes confusing – collective, a mix of hybrid cultural modules. In the project ID, we are sending information from the media jungle into *overdrive*. Our aim is not to gain a different interpretation of the world, but to create an 'ARTmosphere', which offers people a break from their everyday routines and provides fresh aesthetic experience for a particular state of 'looseness' of information. We invest *everything* to gain *nothing*, non-symbolism, imaginative void: to be all ears only.

OUR EVERYDAY MEDIA JUNGLE IS A VIVID EXAMPLE OF THE INTERPLAY OF DIFFERENT CULTURAL "ID" ENTITIES.

SOUND → SOURCE

14 different radio and television signals from all over the world form the primary matter of the soundwork. Each of the 14 signals is projected live and in its original state from one of the 14 sound monoliths.

SOUND → TRANSFORMATION

The original signals are processed into two abstract aggregate states: Reduction to sine waves – 14 oscillating resonance systems, Expansion to noise – 14 dynamic frequency reflectors

SOUND → PERCEPTION

Each of the 14 monoliths projects an original signal (radio or TV broadcast), as well as the signal's most extreme abstraction (sine wave / noise). Depending on the listener's position in relation to the individual monoliths, one of the two sound layers will dominate. In effect, listeners will create their own, personal kaleidoscope of different musical aggregate states, simply by strolling through the space.

SOUND → FEEDBACK

The abstracted sound images are medially *re-mixed*: as they are fed back into the public media space as IDentity carriers in their own right, ID radio becomes one of the sources of ID – which is thus short-circuited with itself. ID sounds like ID ...