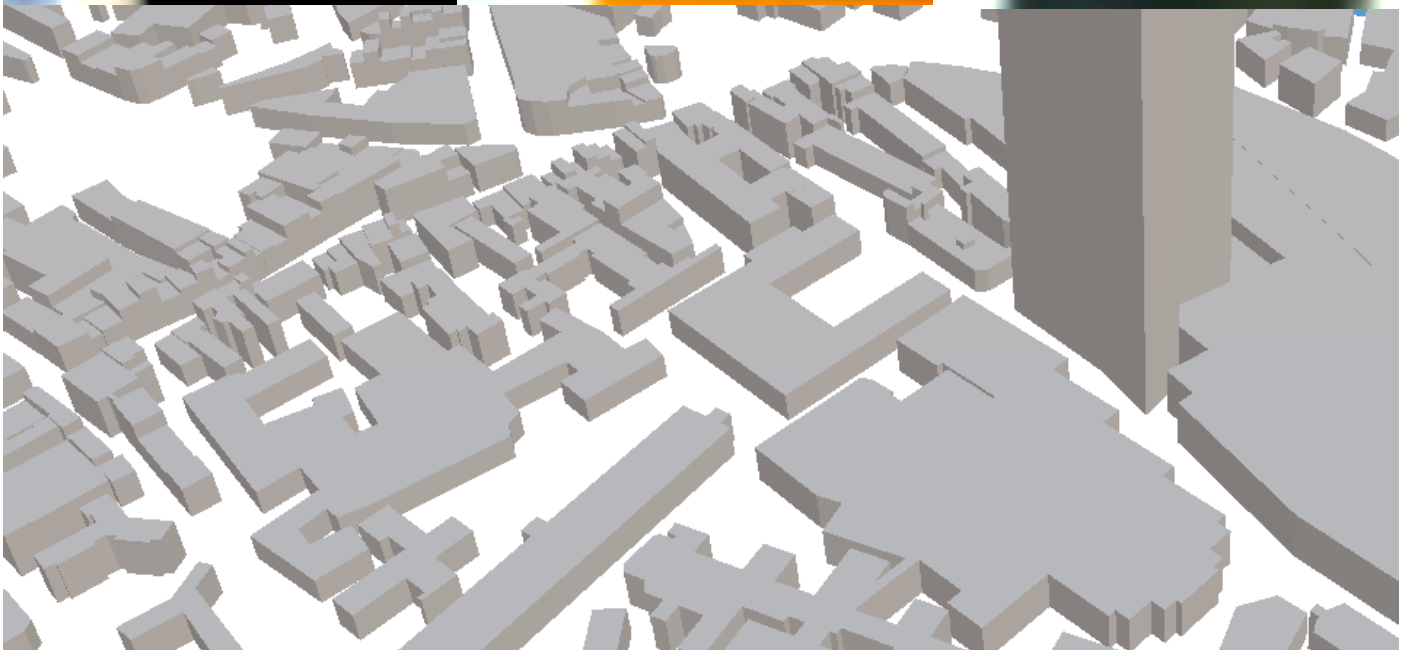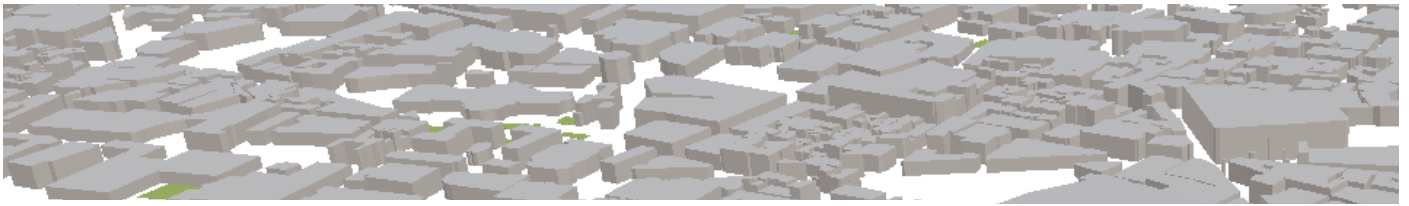# sound in public spaces

sound installations, multi channel space-sound-modules, objects

frank schulte - sound & media artist

1993 - 2014 a selection of works
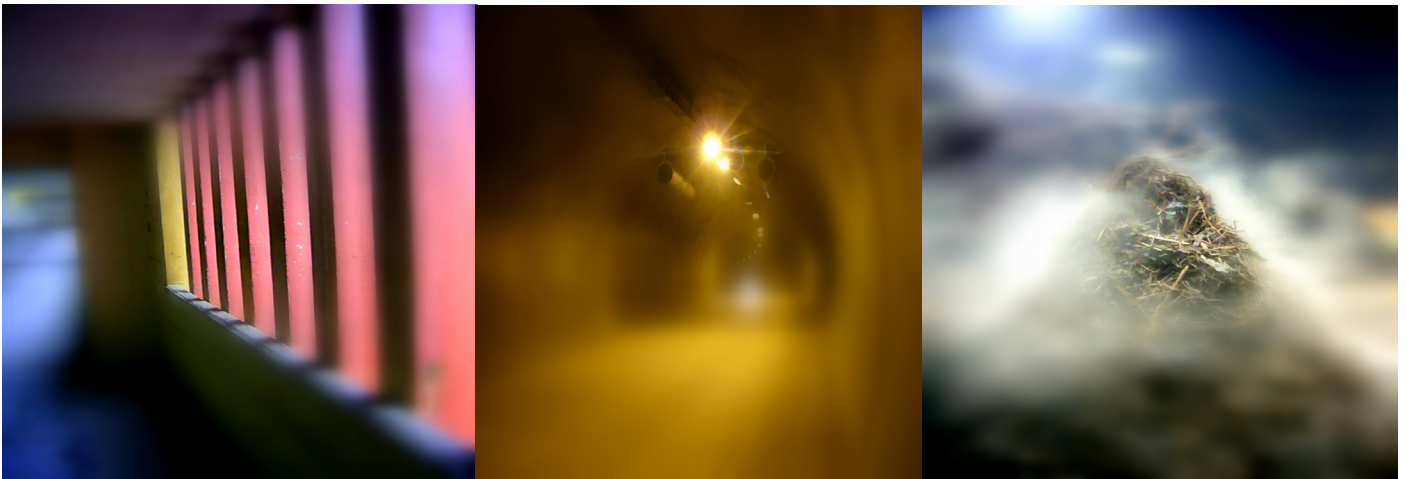
orienting ourselves aurally in our habitat

Listening, especially outdoors, is not only a sensitizing and thus instructive process but also, quite possibly, a democratizing one.

Listening is a mode of schooling of the senses that must be practiced in order to heighten awareness of our actual lived space. The information is conveyed through our own spatial experience.

intervention in public space

Nowadays it has become almost impossible to speak about public space as such, for we are witnessing an increasing tendency to partition public space into various semi-public areas, along with a telescoping of private and public space. These changes move us to concern ourselves with a different perception of the public sphere and to ask what possibilities exist for art to maneuver in this crisis-laden, paradoxical space, which we must struggle time after time to make our own. For it is precisely with these inquiries into the status of public space that art keeps the "public sphere" alive.

concepts for the sonographic exploration and design of public spaces

In my work I connect places with sounds, noises and language. The project are concerned with the creation and investigation of public sound spaces - their structures, qualities and interactions. The project's structure is modular and is adapted to the conditions of each specific site. Each concept is based on several days of sonic research into the local soundscape topography, accompanied by acoustic and photographic documentation.

As part of the projects, public spaces, architectures, plazas and parks will be defined as listening places. The artistic applications created for this purpose are designed to encourage reflective observation as well as gatherings and communication.

Frank Schulte - www.soniq-ID.net

HALBINSEL AU, ZÜRICH/ CH
Installation and intermedia, telematic sound laboratory
at the Züri lake together with swiss sound artist Andres Bosshard
http://www.soundcity.ws/index.html

casino container, KASSEL, VENICE & COLOGNE
intermedia network project and telematic space sound concept with installations and performances. Prresented at the d9 Kassel/D and the biennale in Venice/I.
http://www.casinocontainer.com/

INTERNATIONAL LIGHT ART MUSEUM UNNA
Development and realisation of a sound space inside the exhibition „Licht und Verfuehrung"
curated by: Matthias Wagner K & Sabine Schirdewahn
www.lichtkunst-unna.de/

ACADEMY OF MEDIA ARTS (KHM) COLOGNE
Continuatio of the intermedia sound space project z e n t r i f u g e in collaboration with the seminar of Prof. Peter Stephan and students of the Academy of Media Arts (KHM) Cologne.
Focus on: Development and tealisation of a sound-data-memory base, space-sound -conceptions,
live presentations, website-network - data base realisation.
www.zentrifuge.de.vu

TRACES OF VOICE FESTIVAL & TROMP FESTIVAL– TILBURGH & EINDHOVEN/ NL
Realisation of the intermedia lab z e n t r i f u g e in cooperation with Andres Bosshard and in Kooperation the Muziek-lab Brabant. (MLB). With Partizipation of students of the Academy of Media Arts. One Week presentation of a developing sound-archive of the festival with an interactive sound-space involving processed performances of several artists.
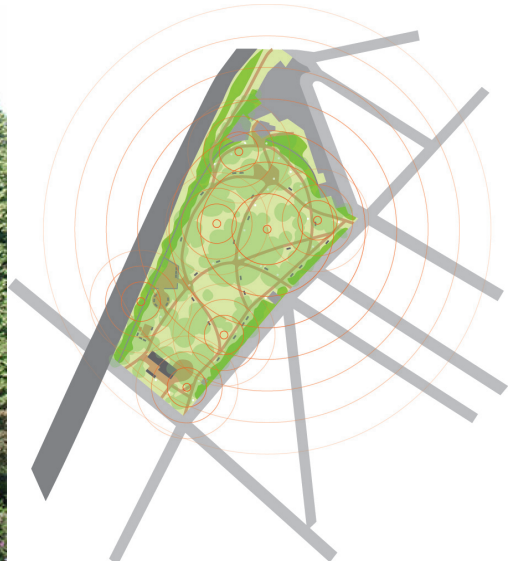
HAUS DER ÄRZTESCHAFT - DÜSSELDORF
Composition and realisation of a multi-channel soundspace production of the building architecture and presentation of an opening performance of the new building interior „Haus der Ärzteschaft" on behalf of the Ärztekammer Nordrhein.

FRITZ – BAUER INSTITUT - FRANKFURT
development of interactive audio installations for the Auschwitz exhibition of the Fritz-Bauer Institute at Gallus Haus - FRANKFURT, crator: Erno Vroonen
www.fritz-bauer-institut.de/auschwitz-prozess.htm

klang raum garten, COLOGNE
sound sapce production in public space- here:Stadtgarten, COLOGNE- conzeption and realisation in the frame of plan, the biggest german forum for architekture in the years 2005 - 2007. Projekt development in partnership with GSLI, Florenz and KISD, Köln
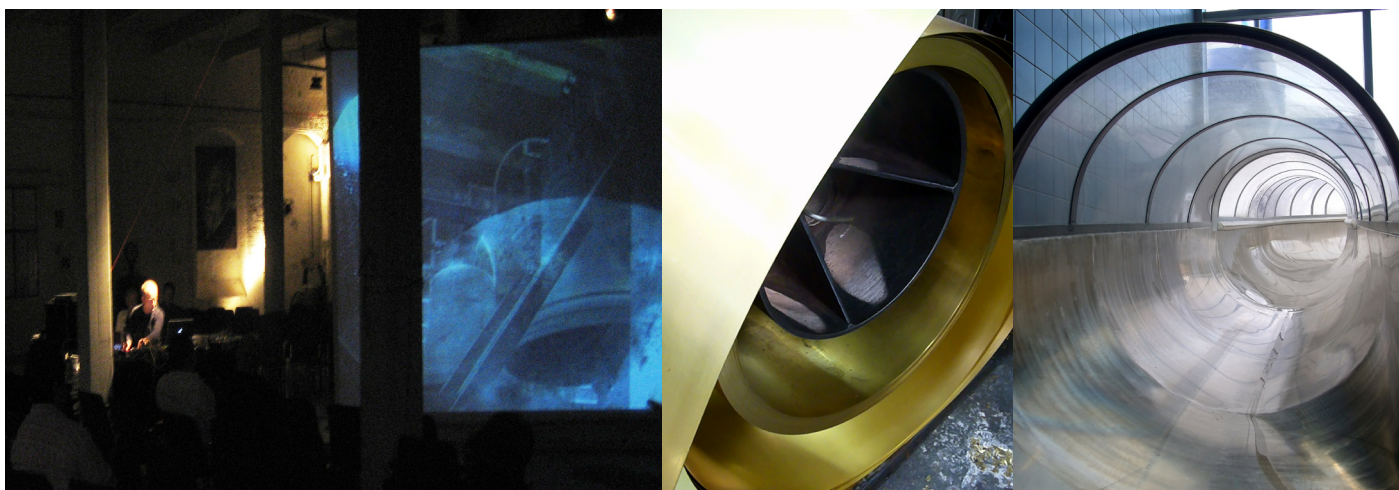www.klangraumgarten.de

phaeno - Experiment and Science Museum, WOLFSBURG
composition and realisation of multi-channel soundscapes for the public phaeno Conehall in cooperation with- Michael Bradke musikaktionen.de
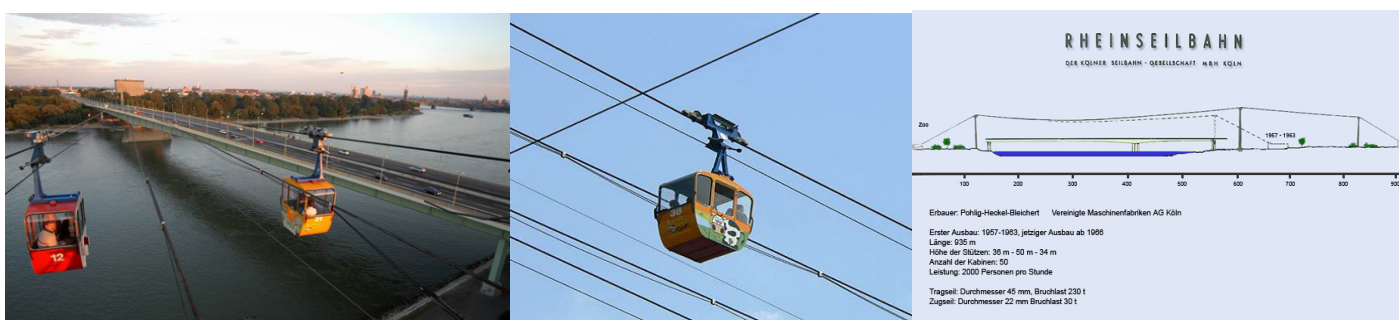- Installation „Klangbild Fussball" during the WM 2006
- Installation „Klangwelten"

: r e s o n a n z e n - neanderland - sound-space -topography in the region of Mettmann in behlaf of the nen-aderland Biennale 2007. Presentationof multi-channel intermedia soundspace productions and release of an audio documentation of the project double CD & at democaticbooks.de
http://www.neanderland-biennale.de/2007/klangraeume/klangraeume.htm

dreiklangreise - Installation at the Cologne Rhein cable railway during the 50th anniversary
A project on behalf of the Musik - Triennale Cologne 2007
more information here:
http://musiktriennale.de/frameset.php
dokumentation: http://vimeo.com/36142765

world sound network project
radio aporee : : : maps
global, topographic sound - networkproject
with the media artist Udo Noll
and associated colleagous
of the international field recording scenery.
http://aporee.org/maps/

Interventions - conncets spaces with sounds, noises and language.
The project focus on examination and creation of public sound spaces - their
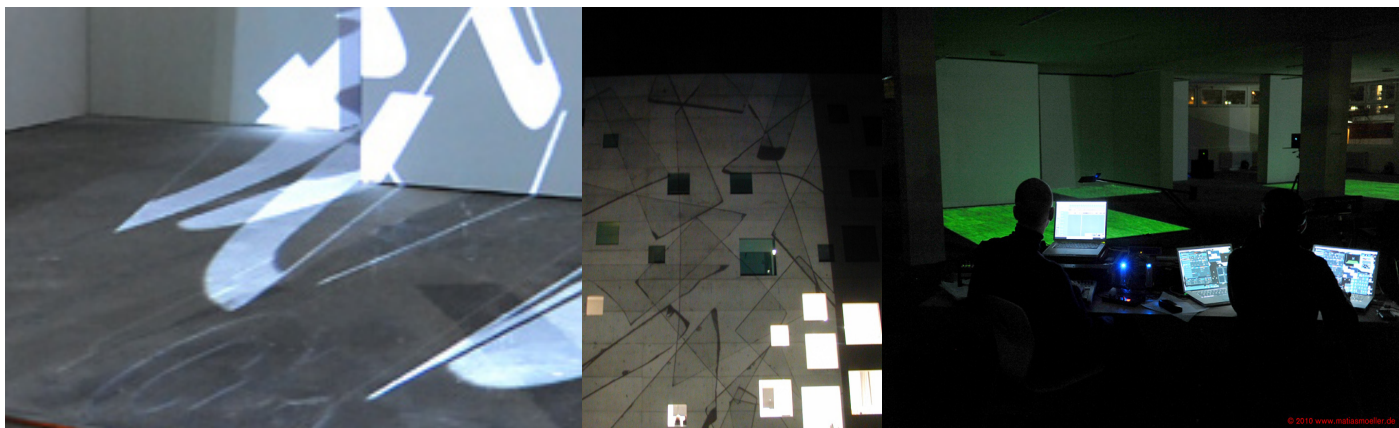structures, qualities and interactions with our daily habits and urban environments.

Examples ofsound space topographies:
http://aporee.org/maps/projects/resonanzen
http://aporee.org/maps/work/projects.php?project=klangraum-our

permanent sound and light installation „The Mediator"
Part of the public city space exhibition Light Promenade Lippstadt
in the frame of Hellweg ein Lichtweg.
Curator: Dirk Raulf

http://www.lichtpromenade.de/
TV documentation in the broadcast WEST ART - Meisterwerke

sonic architecture - temporary, artistic shaping of public places and spaces with the development of conceptions for the illuminative and sonographical presentation of city -buildings- architectures, spaces and objecs. A project in cooperation with video artist Uli Sigg and the light artist Stephan Brenn
further information: www.soniq-id.net/deutsch/intermediale-live-projekte/sonic-architecture/

2013- Kunsthalle Düsseldorf -sonic states. sound architectures – interactions & conditions
Intermedia sound art exhibition at KIT – Kunst im Tunnel together with Bojan Vuletic.
further information and video documentation:
-www.soniq-id.net/deutsch/intermediale-live-projekte/sonic-states/
- http://vimeo.com/60327181

2014 - Fortress Hill //: Ceta(t,uia
an intermedia sound art project in public space
sound installations at Cetatuia Park, at the Hotel Belvedere and at the monument of the citadelle at Cluj- Napoca / Rumania - a project on behalf of the German Goethe Institut and the city of Cluj-Napoca
further information: www.soniq-id.net/2014/02/12/fortress-hill-ceta-t-uia/