



sound in public spaces

frank schulte - sound & media artist
sound installations, multi channel space-sound-modules, objects

selection of works - 1993 - 2014



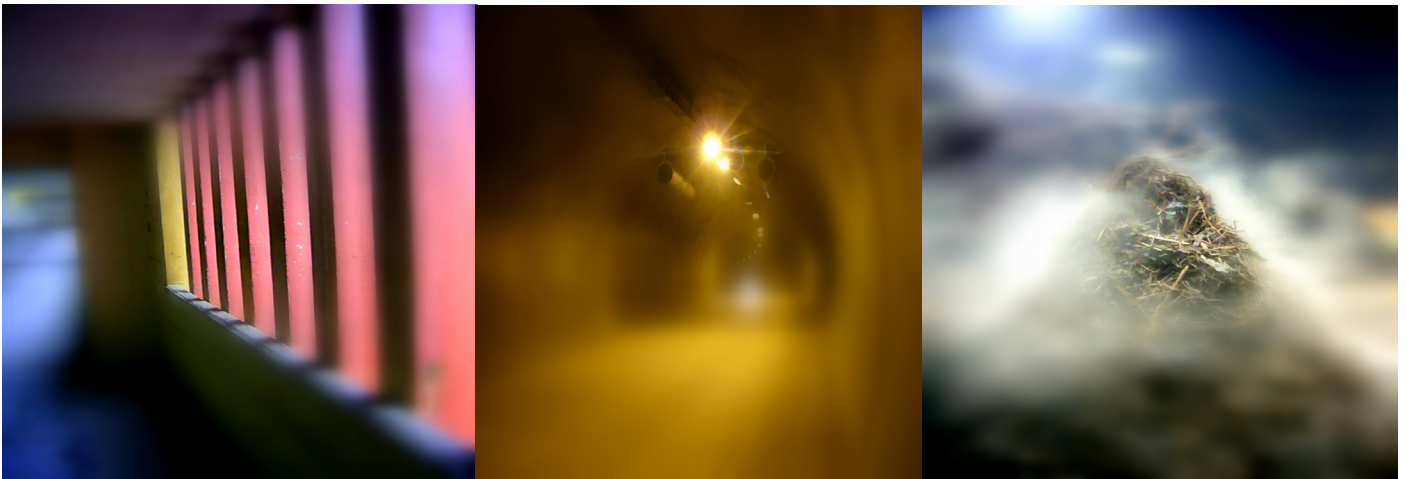
orienting ourselves aurally in our habitat

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. Presented 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 Verführung“
 curated by: Matthias Wagner K & Sabine Schirdewahn

www.lichtkunst-unna.de/

ACADEMY OF MEDIA ARTS (KHM) COLOGNE

Continuation 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 realisation 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 cooperation with the Muziek-lab Brabant. (MLB). With participation 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

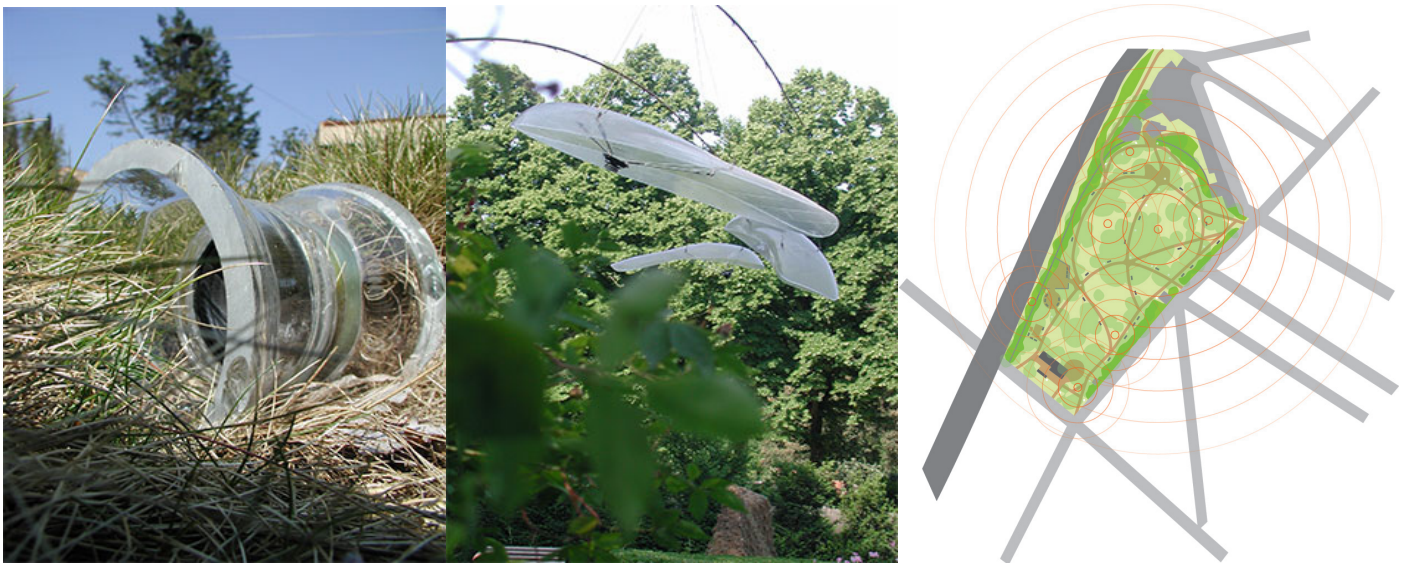
Composition and realisation of a multi-channel soundspace production of the building architecture and presentation of an opening performance of the new building interior „Haus der Ärzteschaft“ on behalf of the Ärztekammer Nordrhein.



FRITZ – BAUER INSTITUT - FRANKFURT

development of interactive audio installations for the Auschwitz exhibition of the Fritz-Bauer Institute at Gallus Haus - FRANKFURT, creator: Erno Vroonen

www.fritz-bauer-institut.de/auschwitz-prozess.htm



klang raum garten, COLOGNE

sound sapce production in public space- here:Stadtgarten, COLOGNE- conception 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



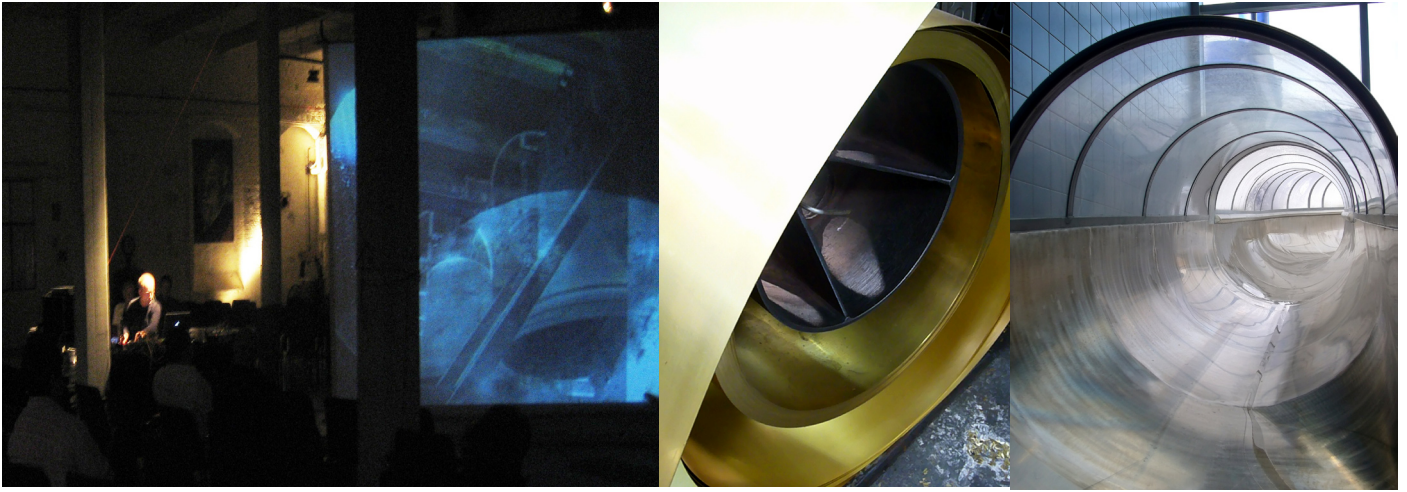
phaeno - Experiment and Science Museum, WOLFSBURG

composition and realisation of multi-channel soundscapes for the public phaeno Conehall in cooperation with-Michael Bradke musikaktionen.de

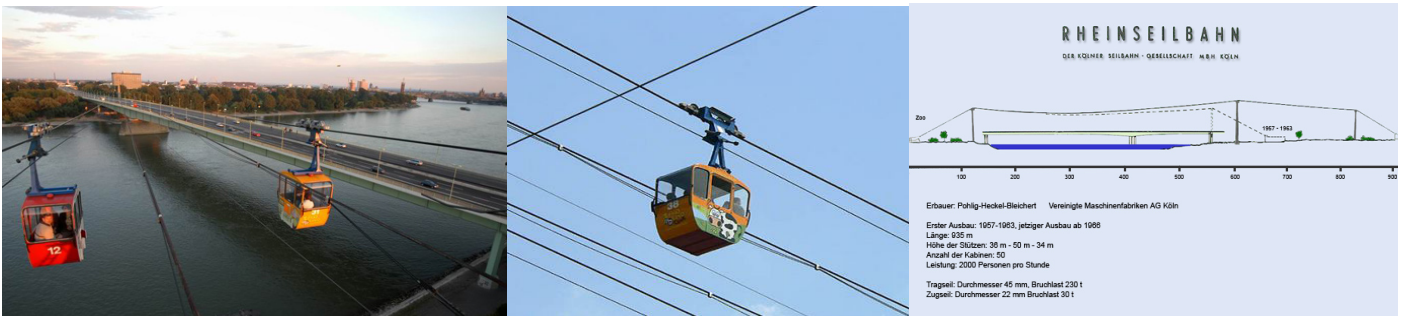
- Installation „Klangbild Fussball“ during the WM 2006

- Installation „Klangwelten“





: r e s o n a n z e n - neanderland - sound-space -topography in the region of Mettmann in behalf of the neanderland Biennale 2007. Presentation of 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 colleagues
 of the international field recording scenery.
<http://aporee.org/maps/>



Interventions - connects 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.

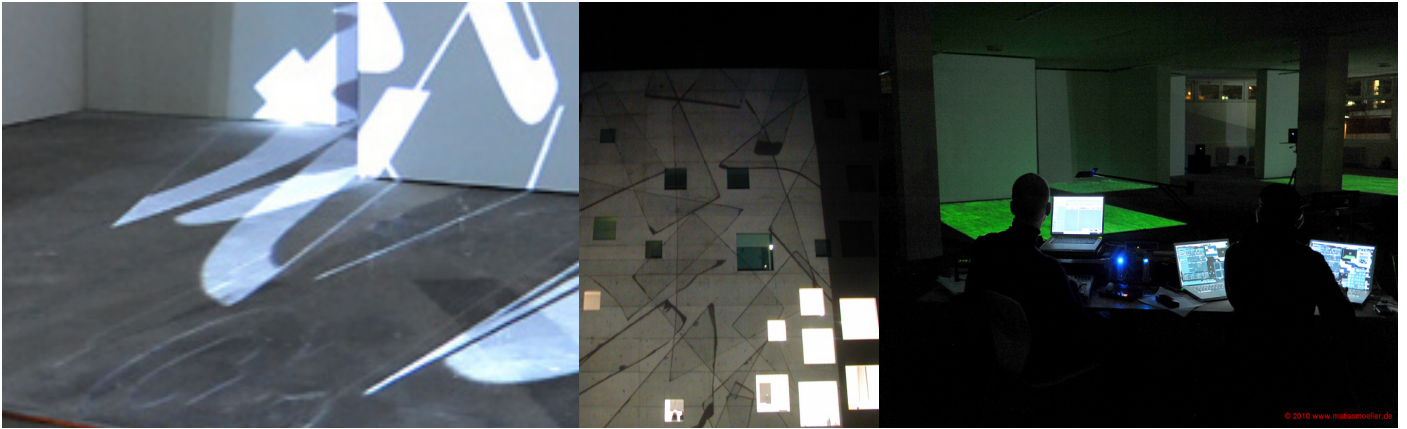
Examples of sound space topographies:

<http://aporee.org/maps/projects/resonanzen>
<http://aporee.org/maps/work/projects.php?project=klangraum-our>

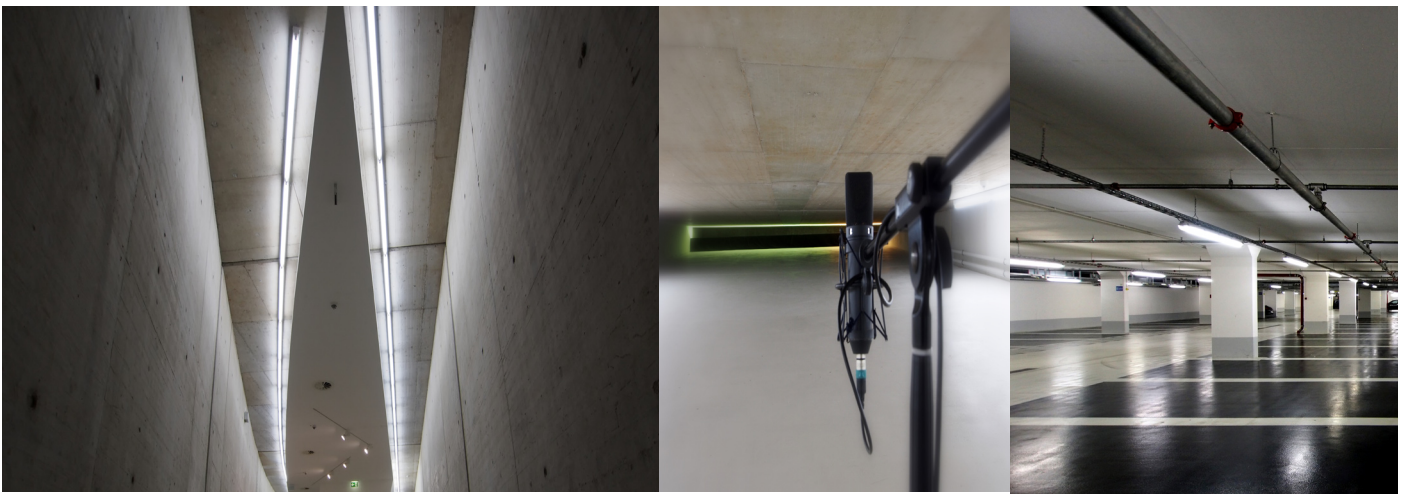
permanent sound and light installation „The Mediator“
 Part of the public city space exhibition Light Promenade Lippstadt
 in the frame of Hellweg ein Lichtweg.
 Curator: Dirk Rauff

<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 objects. 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 //: Cetatuia
 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-ua/

PORTFOLIO

German sound- and media artist Frank Schulte, born 1962, has played in various ensembles for improvised and composed sound art.

He works with performance artists, dancer, actors and lyricists. He also composes music for plays, experiments with the application of new electronic sound generation techniques, multi-channel sound installations and network performances, creates sounds, tracks and atmospheres for film and television works. In cooperation with video artists he develops and presents conceptual intermedia projects.



F.S. combines his sound generating equipment into a musical household of electronic instruments. Out of the European musical tradition, sound installations, music for unknown films and in applications for New Dance Culture or musique concrète he has created noise stories, songlines and dreamscapes in a very specific personal language. He has conceptualised numerous intermedia events, such as SWITCHBOX and THE LISTENING ROOM, in which his selection of sound arts, ambient music and improvised music, as well as elements from the electronic dance music scene are locked together in dense friction.

creative collaborations with David Moss, Jon Rose, David Shea, Yoshihide Otomo, Anna Homler, Thomas Heberer, Christian Marclay, Phil Minton, Lauren Newton, Sainkho Namchylak, Sussan Deyhim, Chris Cutler, Fred Frith, eRikm, Philip Jeck, Dirk Raulf, Matthias Mainz, Kalle Laar, Jörg Ritzenhoff and Andres Bosshard

performs since 1986 in various clubs, festivals and concert halls throughout Europe, for example: International New Jazz Festival Moers, Jazz Festival Leipzig, Jazz Festival Berlin, Festival International des Musiques Actuelles Nancy, GRAME Festival Lyon, ISEA 94 Helsinki, music unlimited Wels, the Sonambiente Festival Berlin and the Musik Triennale Cologne. Performances and projects on the documenta 8 and 9 in Kassel and on the XLV biennale in Venice Italy, Opera Leipzig and Dresden, Berliner Ensemble, IRCAM Paris, Musik Triennale Köln 1997, toured by order of the German Goethe Institut in Uruguay, Argentina, Chile, London and Rome as well as Japan and India.

exhibitions

- colours of fine arts - China Central Academy of fine Arts (CAFA), Beijing
- sound & light in public spaces - Lichtkunstbiennale 2010
- sonic states - interactions and states- in collaboration with Bojan Vuletic, at Kunst im Tunnel (KIT), Düsseldorf
- . Stadtklang//: Hörorte - Forum for art and architecture, Essen

teaching activities

at the academy of media arts, Cologne (KHM) and the International School of Design, Cologne (KISD)

homepage

<http://www.soniq-ID.net>