Paul Dunham PhD Candidate



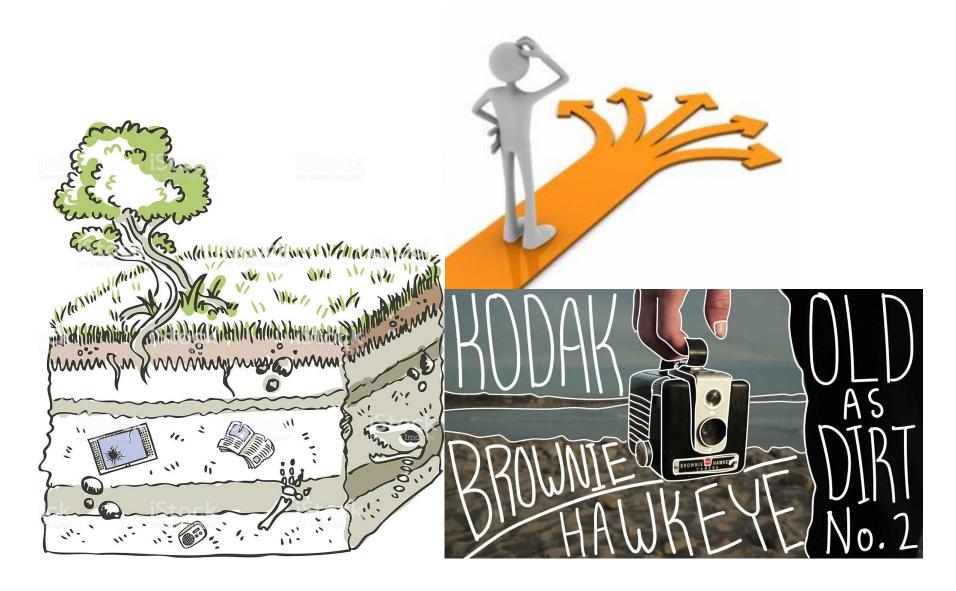
#### Research Context



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### The Object-based Sound Installation

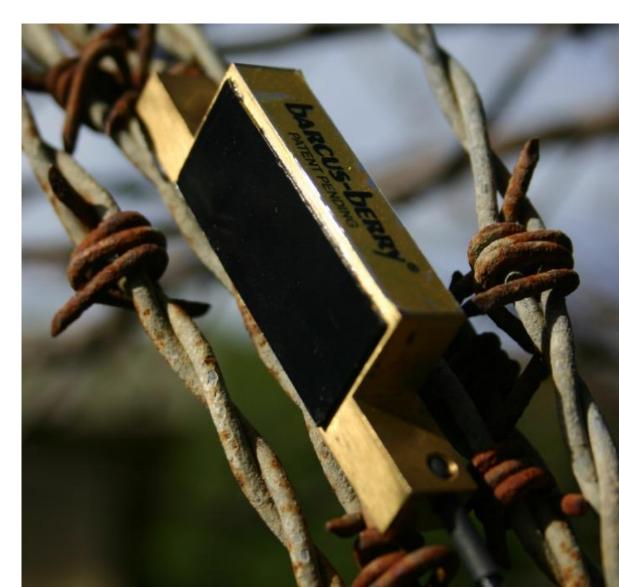
• Object-based sound installation categorises the type of installation that engages an audience by actuating a visibly present object.

 A reaction to use of recorded technology and the transformative qualities of the studio that disassociated sound from its source and removed the performer from the performance.

Not a unique perspective.

### The Object-based Sound Installation





### The Object-based Sound Installation



"History is just one damn fact after another."

Arnold J. Toynbee

"... those moments when the story that has lost its voice somehow recovers it ... what happens then."

**Greil Marcus** 

Reinterpretation of past technologies by incorporating them within new context or operating them in new ways

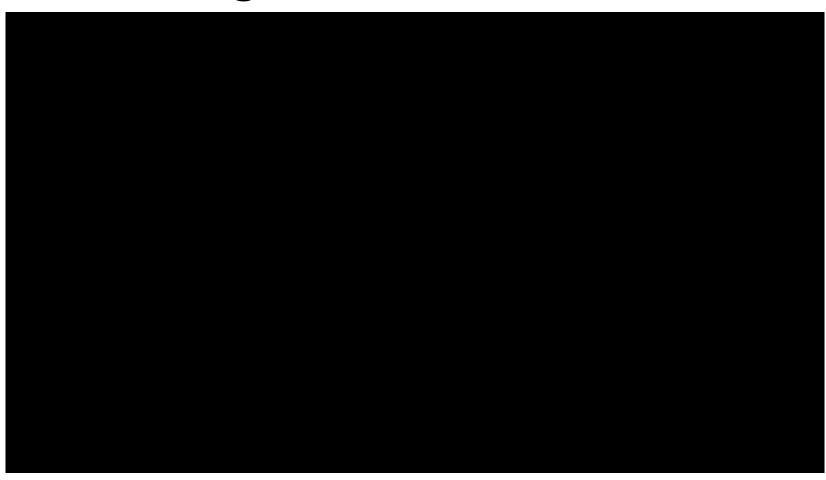
#### A Media Archaeological Presence

Make the familiar strange, and the strange familiar.

Novalis (Friedrich von Hardenberg)

The purpose of art is to impart the sensation of things as they are perceived and not as they are known. The technique of art is to make objects 'unfamiliar' ... because the process of perception is an aesthetic end in itself.

Victor Shklovsky

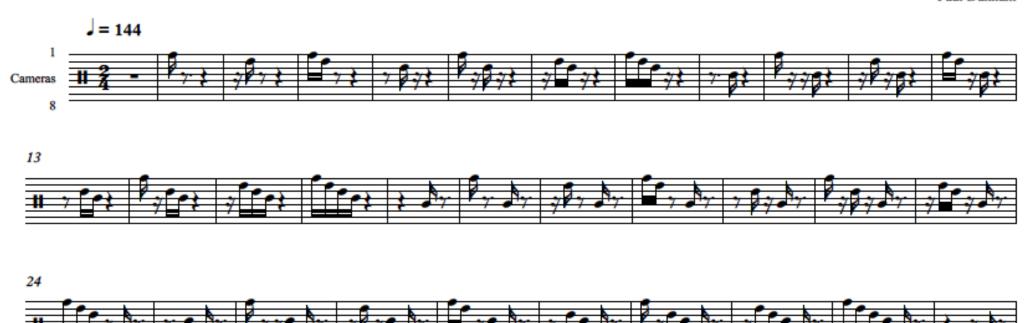


1 is played as 00000001, with the 0s being rest notes, and plays for the same musical length as 10000001 (decimal value 129)

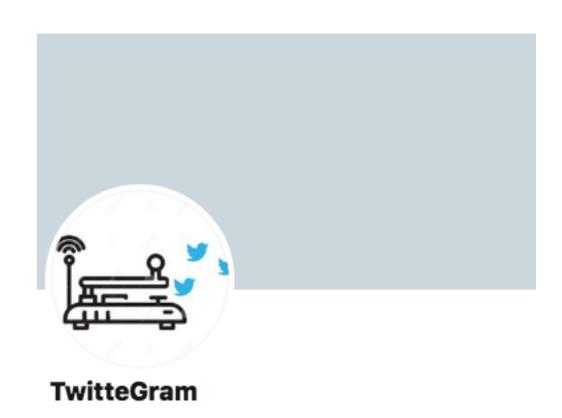
Decimal 0 (00000000) to Decimal 255 (11111111)

Click:Byte

Paul Dunham







- Media archaeology as an approach to inquiry
- The object-based sound installation as a representation of the research
- Practice-based methodology to interpret and contextualise the research

Questions?