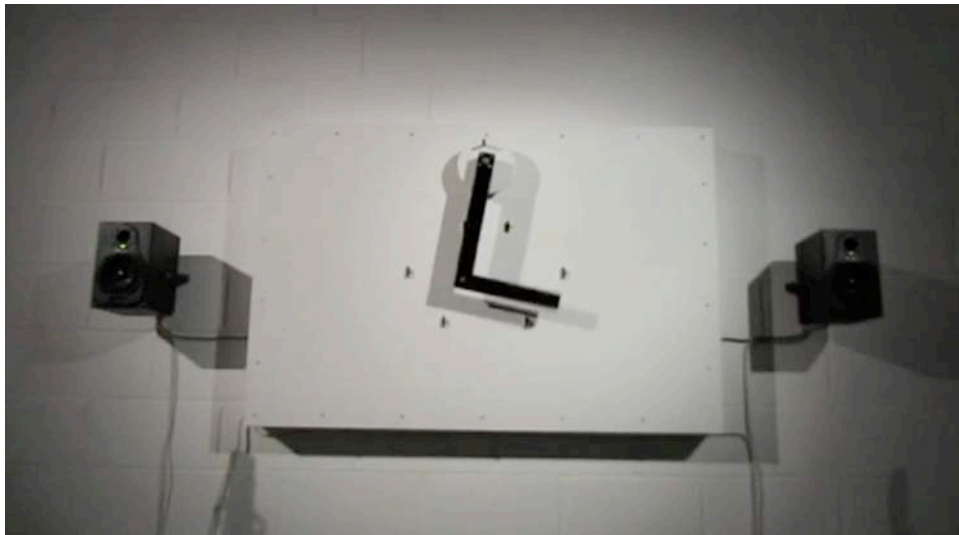


**SOUND WITHOUT MUSIC**

# SOUND WITHOUT MUSIC



Text

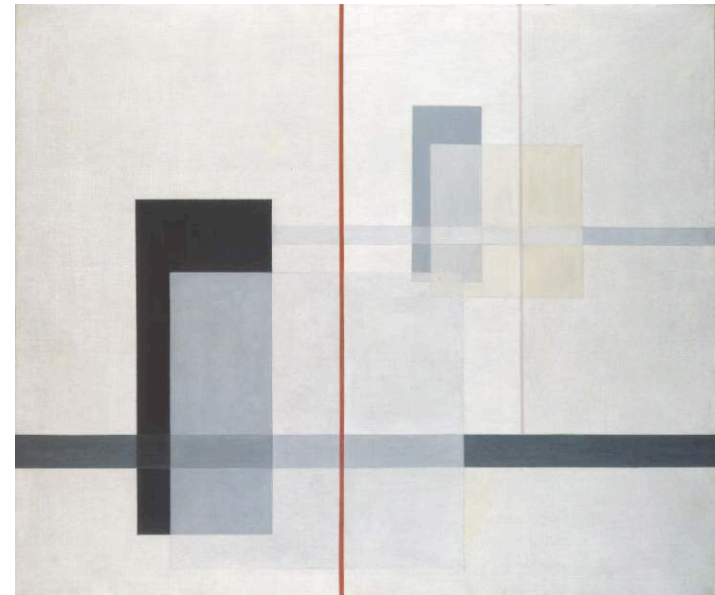


**SOUND WITHOUT MUSIC**

**WHY  
SOUND WITHOUT MUSIC?**

# SOUND WITHOUT MUSIC

## ABSTRACT VISUAL ART





# SOUND WITHOUT MUSIC

## SOUND ART / EXPERIMENTAL MUSIC



# SOUND WITHOUT MUSIC

THE MOST IMPORTANT THINGS  
TO KEEP IN MIND TODAY IS:

# SOUND WITHOUT MUSIC

THE MOST IMPORTANT THINGS  
TO KEEP IN MIND TODAY IS:

- EXPERIMENTING

- LISTENING

# SOUND WITHOUT MUSIC

**EXPERIMENTING AND LISTENING  
ALLOWS CREATION TO HAPPEN**



**A VERY BRIEF BACKGROUND ON  
SOUND ART AND EXPERIMENTAL  
MUSIC**

# BACKGROUND ON SOUND ART AND EXPERIMENTAL MUSIC



**John Cage**  
(1912-1992)



**Pierre Schaeffer**  
(1910-1995)

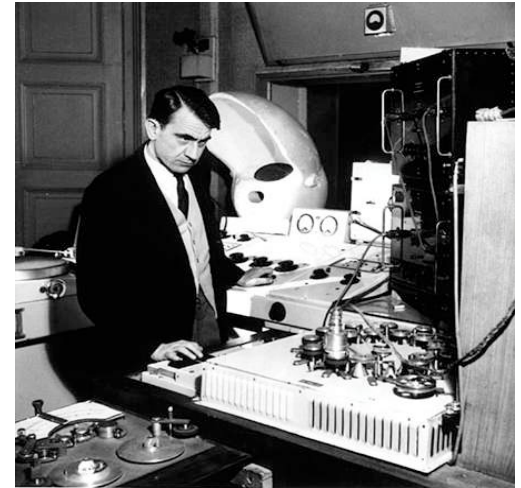


**Karlheinz Stockhausen**  
(1928-2007)

# BACKGROUND ON SOUND ART AND EXPERIMENTAL MUSIC

## PIERRE SCHAEFFER:

- Pioneer of Musique Concrète – Sampling, Sound Collage, Looping
- First to use tape as a compositional tool
- He was interested in breaking down the traditional language and sound of music and attempted to rebuild it from the bottom up
- Incorporated 'real world sounds' into his work
- Invented 'acousmatic' performance or listening, where there is no performer, as such, and the work is played back out of speakers
- Placing sound in different spaces



# BACKGROUND ON SOUND ART AND EXPERIMENTAL MUSIC

## KARLHEINZ STOCKHAUSEN:

- Pioneer of electronic music – Unusual electronic test equipment, synthesizers, oscillators, filters, effects
- He was interested in planning his work before hand then building and organising a composition
- Worked to a strict set of rules of his own devising
- Pioneer of 'live electronics'
- Combined acoustic instruments and electronic devices
- Place sound in different spaces



# BACKGROUND ON SOUND ART AND EXPERIMENTAL MUSIC

## JOHN CAGE:

- Pioneer of experimental music and sound art
- He was interested using chance events and occurrences and improvisation as a source for works
- Highlighted the importance of listening, silence and noise
- He drew inspiration from the art world, philosophy, spirituality
- Invented 'preparing' traditional instruments
- Pioneer of the open score and graphic score
- Pioneer of group 'live electronic' performances
- He believed that all sounds could be used in music / all sound is music



# BACKGROUND ON SOUND ART AND EXPERIMENTAL MUSIC

## HOW THIS APPLIES TO TODAY



John Cage

- Graphic Score
- Chance events
- Improvisation
- Importance of listening & silence
- All sounds as music
- 'Preparing' objects or instruments



Pierre Schaeffer

- Sound Collage
- Playback of recorded sound and Sound Diffusion
- Creating a new language of music
- Sound in different spaces



Karlheinz Stockhausen

- Use of electronic devices, synthesizers and computers
- Live electronics
- Combined electronic and acoustic sound



# SOUND WITHOUT MUSIC

## WHAT WE'LL BE USING TO CREATE SOUND

- Analogue Modular Synthesizers
- Computers & iPads – Pure Data (digital synthesis), Audicity (playback of recordings)
- 'Prepared' objects and mini speakers
- Acoustic objects
- Contact mics and amplified objects and surfaces

# SOUND WITHOUT MUSIC

## WHAT WE'LL BE USING TO ORGANISE SOUND

- Graphic Score
- Visual Cues / Conducting
- Improvisation
- Chance events and systems

# SOUND WITHOUT MUSIC

## WHAT WE'LL BE USING TO PRESENT SOUND

- Large speakers / Sound System
- Mini speakers
- Acoustic objects
- Amplifiers
- The Space

# SOUND WITHOUT MUSIC

## FINAL THINGS TO KEEP IN MIND

- EXPERIMENT
- LISTEN
- ASK QUESTIONS
- THERE IS NO RIGHT AND WRONG