

## **OZEAN SONOR: an audiovisual sound installation** by Anton Schleidt — ton an ton

The sound installation OZEAN SONOR consists of three large low-frequency loudspeakers and an audio interface to real-time data from various oceans. The installation translates waves at various coastal locations into an audiovisual scenario. The loudspeakers not only serve to reproduce the sound, but also make the vibrations of the calculated waves visually visible through the large loudspeaker membranes.

The height and period of the water wave serves as the basis for generating the sound waves. The sound is generated using audio programming software. This creates a sound bath with three different sound waves in the room.

The aim of this installation is to visualize different waveforms in our human perception and to show how omnipresent they are. Further I am deeply interested in the interconnectivity of data and how to work with data sonification. My main inspiration for this installation are the works „Low Frequencies Observed at Maguchi Bay“ by Toshia Tsunoda and Julius von Bismarck „Die Mimik der Tethys“.

OZEAN SONOR is my first stationary sound installation. I have already completed a first version of the installation with a loudspeaker and have already presented it at two locations in Basel, at the gallery Anja E. Brinckmann and at the Academy of Music Basel. I have received fundings by the foundation GGG Kulturkick to further develop this installation.

