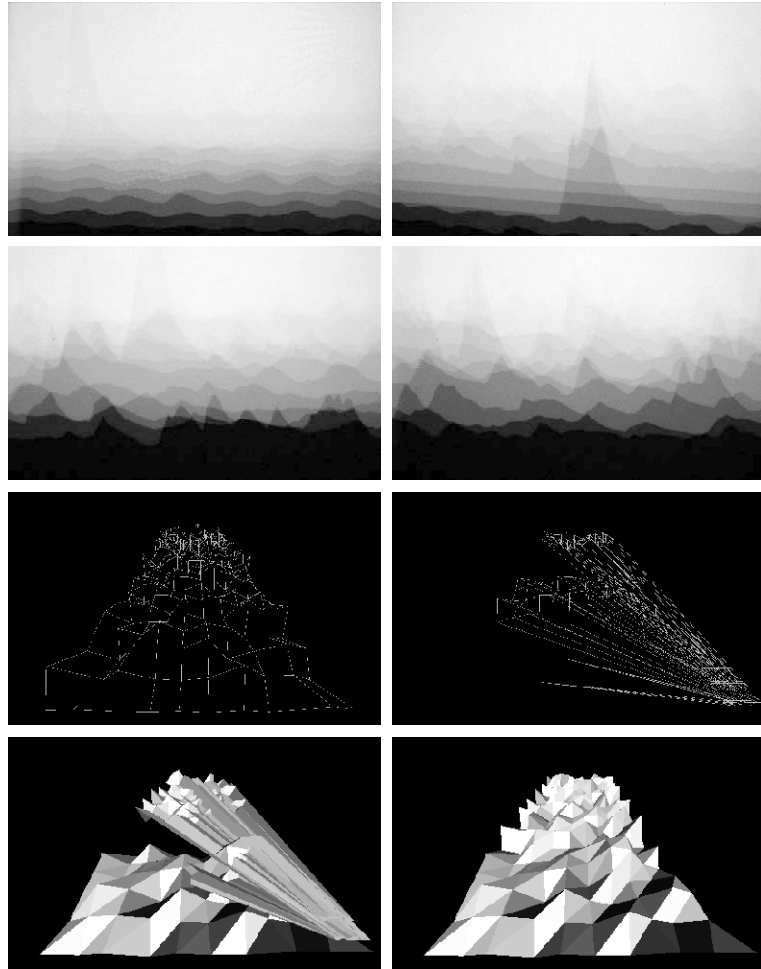




# LAPS

MULTIMEDIA INSTALLATION | NICOLAS MAIGRET & NICOLAS MONTGERMONT



[HTTP://PERIPHERIQUES.FREE.FR/RUBRIQUE.PHP3?ID\\_RUBRIQUE=35](http://peripheriques.free.fr/rubrique.php3?id_rubrique=35)

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# LAPS

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LAPS is an audio and visual installation that uses Internet as an imaginary space where sound echoes, reverberates throughout the Web. Based on transmission errors, the sound material is shaped by the virtual acoustic space of the network. Sound streams broadcasted within the installation structure gradually echoes the activity of the Web in various locations of the globe. Its analysis in these various points is used to progressively draw the contours of an imaginary landscape inside the installation.

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## INSTALLATION LAPS / SYNOPSIS

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### SPACE

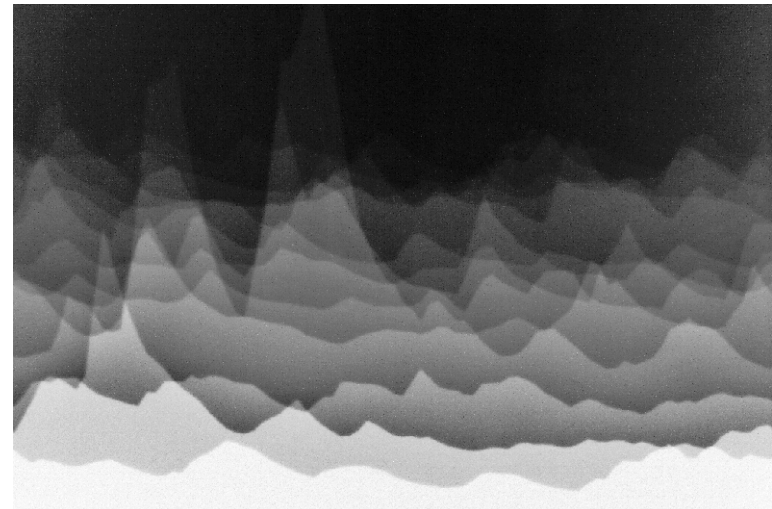
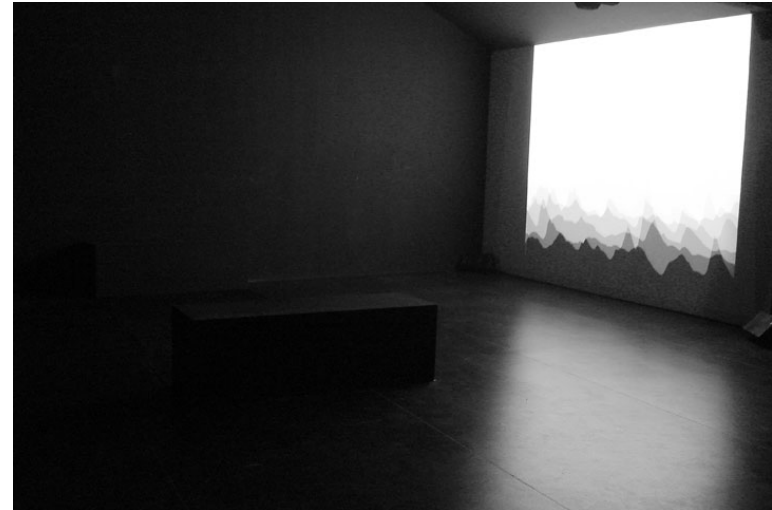
Internet network is here used as a space of audio broadcasting where the sound material acquires its identity. Over the course of its successive «reflections», the sound becomes an acoustic signature of this space, it acquires a shape determined by the inner properties of the network.

### TOPOLOGY

The geography of the network is in permanent movement. Web users' activity has a direct impact on the features of this «resonant space».

### EROSION

As a raw block submitting an erosion, the successive back and forth of the sound structure and dig the original material. Dynamically, the sound stream becomes a real-time sculpture, a weaving of successive levels of complexity, gradually modeling an acoustic portrait of the network.



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## SET-UP

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### LOOPS

The sound contained in the data packages travels between the installation and the data server. This process occurs simultaneously to several audio streams, following multiple paths through the network. At the end of this process, the sound is reinjected at the beginning of the path, as it were.

### ERRORS

The temporal gaps and the packages transmissions errors are incorporated into the audio data and modify the sound material.

### LANDSCAPE

At a given moment, the sound is compared with the sound material initially transmitted on the network, the distance between these two sources is graphically represented in the form of an imaginary brilliant landscape.

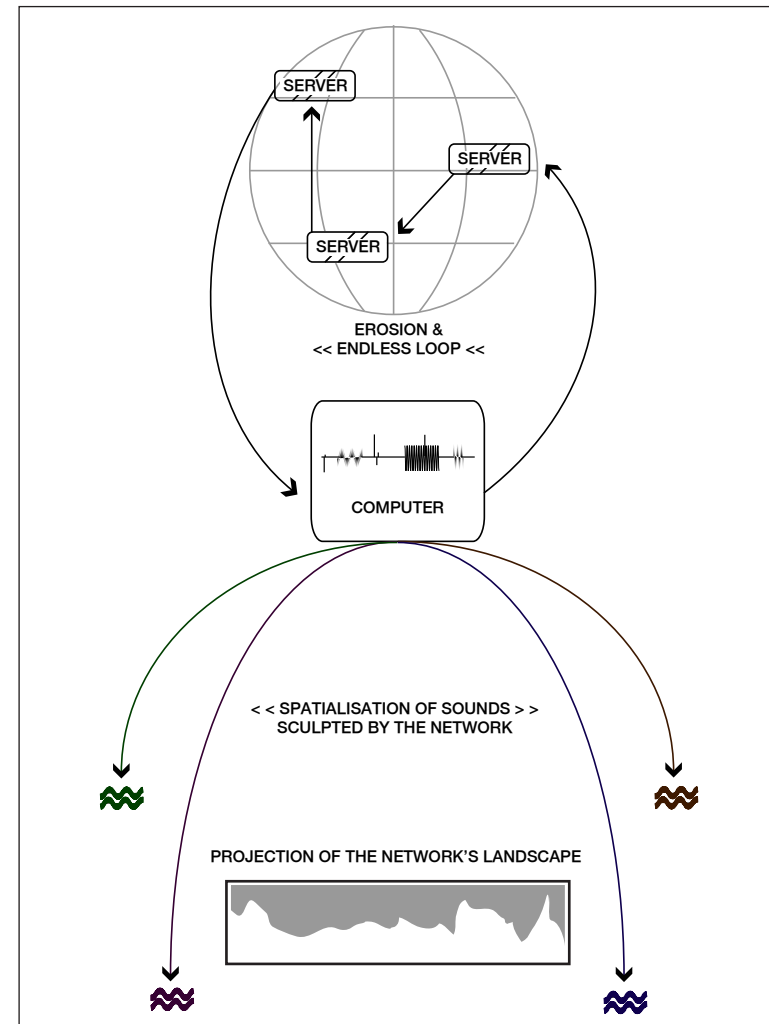
### CYCLE

Laps lives in the form of cycles. Four pure sounds are sent on the network, then the loop starts. Depending on transmission errors, the sound racks itself, until it completely switches off. After a short silence, a new cycle is launched.

### UPGRADING TO AUDIO VISUAL STREAMS

An evolution of the current audio streams towards audio and visual streams is envisaged. The logic of the project will remain identical, but the impact of the process will be perceptible through two different formalizations. The temporal evolutions of these two media will remain however connected by identical progresses on the network.

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## REALISATION

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### CURRENT DEVELOPMENT

We are currently searching for more stream servers around the world to develop the actual set-up.

### BRINGED HARDWARE

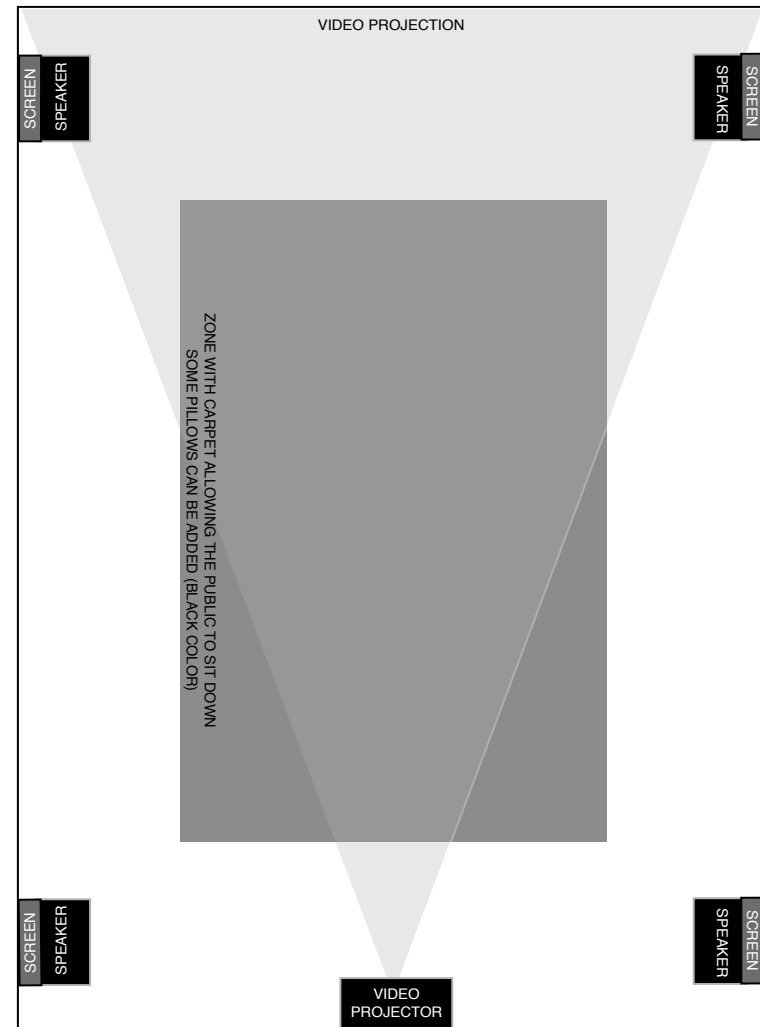
- 1 Laptop for processing, part of the installation :  
MacBook Pro 2.2GHz, video out : VGA/DVI
- 1 Laptop to set-up the installation :  
MacBook 2GHz
- 1 Presonus Firebox sound card  
4 balanced jack out

### NECESSARY HARDWARE

- 1 Video-projector ~ 3000 Lumens
- 1 ADSL connection (RJ45)
  - minimum 500 Kb/s download & 500 Kb/s upload,
  - (Test your connection : [www.testadsl.net](http://www.testadsl.net))
- 2 or 4 Speakers & 1 or 2 sub-speaker
- + Appropriate audio & vidéo connections

### OPTIONAL HARDWARE

- 1 Mac G5 (2 VGA out)
- 2 Matrox DualHead 2 Go (1 VGA in, 2 VGA out) ~150 euros
- 4 similar flat screen (VGA in, minimum resolution 1024x768)
- 4 long VGA cables (to reach the 4 corners of the room)



LAPS | INSTALLTION PLAN

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## PRESENTATION OF THE ARTISTS

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Nicolas Maigret and Nicolas Montgermont develop together an approach centred on the computing medium. This medium is thought as a structuring element of our daily social and cultural reality. They investigate it with deviant uses, transforming the fundamental aspects of this tool into sound and visual «instruments».

### BACKGROUND

LAPS joins and extends research domains that are recurring in the respective practices of both artists. In most of their previous projects, processes centred on the medium and its own aesthetic language are present. These processes are in the heart of their reflections on « the technological tool and its influence on our representations and our social habits ».

### TECHNICAL STATEMENT

The work of the two artist is mainly defined by the creation process: digital computing. Seeing the computer as a workshop, their work can take many different forms, from a picture or a song to an audiovisual performance or installation. Interested in translating concepts directly into creations, they develop their owns softwares using the free Pure Data and Gem programming environment

### CURRICULUM VITAE

• Nicolas Maigret has been developing an experimental practice of sound and electronic images (performances, installations, programming, radio) since 2001. Researcher between art and science, his work takes the shape of a laboratory, decomposing technological tools to generate specific sonic or visual language from them. He tends to place audience in the situation of psychic and physical experience. Ex-member of the laboratory Locus-

Sonus, he teaches the Intermedia at the fine arts School of Bordeaux at present.

(Festival du Cube (Issy les Moulineaux), Nuit Bleue (Arc et Senans), Interface (Katovice, PL), Digital Story Telling (Ludvigsburg, DE), BHV (Paris), Acces(s) (Pau), Bandits-Mages (Bourges), Galeria XXI (Varsovie, PL), Sonorités (Albi)).

• Nicolas Montgermont (<http://nim.on.free.fr>), researcher and artist, studies the relations between art and sciences using the computer as a workshop. After a formation in signal processing, he studies sciences applied to music at the IRCAM center, being specially focused on real time control of synthesis. Currently, he carries out a PhD thesis on the analysis of the flutist playing at the Laboratory of Musical Acoustics (LAM) in Paris. His creating work is the search of a numerical aesthetics, using and developing personal tools to explore the specific possibilities of a computer. He works mainly on performances with the chdh collective and on installations in duo with Nicolas Maigret.

(Festival du Cube (Issy les Moulineaux), Nuit Bleue (Arc et Senans), Elektricite (Reims), Pixelache (Helsinki, FI), Scopitone (Nantes), NIME (Paris), Kassel DokFest (Kassel, DE), vision'R (Paris), simultan 03 (Timisoara, RO)).

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## **PARTNERSHIP**

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### **SCAM / PARIS**

The SCAM ( Multimedia Authors Civil Society ) supports this project with the grant «Brouillon d'un rêve numérique» | [www.scam.fr/](http://www.scam.fr/)

### **RIAM / MARSEILLE**

LAPS was created within a residence to Montevideo during the festival «International multimedia arts meeting» | [www.riam.info/](http://www.riam.info/)

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## **ANNEXE / HISTORIC REFERENCES**

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### **THE FUTURE OF MUSIC (1937) / JOHN CAGE (US)**

In 1937 with "The futur of Music" John Cage wrote : "I believe that the use of noise to make music will continue and increase until we reach a music produced through the aid of electrical instruments which will make available for musical purposes any and all sounds that can be heard."

### **IM SITTING IN A ROOM (1969) / ALVIN LUCIER (US)**

«I am sitting in a room different from the one you are in now. I am recording the sound of my speaking voice and I am going to play it back into the room again and again until the resonant frequencies of the room reinforce themselves so that any semblance of my speech, with perhaps the exception of rhythm, is destroyed. What you will hear, then, are the natural resonant frequencies of the room articulated by speech. I regard this activity not so much as a demonstration of a physical fact, but more as a way to smooth out any irregularities my speech might have.»

### **GLOBAL STRING (1998) / ATAU TANAKA AND KASPER TOEPLITZ (FR)**

(<http://www.sensorband.com/atau/globalstring/>)

Global String is a multi-site network music installation, connected via the internet. It is a musical instrument where the network is the resonating body of the instrument.

The concept is to create a musical string that spans the world. Its resonance circles the globe, allowing musical communication and collaboration among the people at each site.

Ping Melody is a music-net-performance. Musician is playing on acoustic instrument and sounds coming from instrument are shared in packets of data information, then transmitted to selected Internet locations.

### **PING MELODY (2003) / PAWEL JANICKI (PL)**

(<http://ping.wrocenter.pl/>)

Ping Melody est une performance de musique en réseau. Le musicien joue sur un instrument acoustique et les sons venant de l'instrument sont partagés en paquets d'informations, transmis ensuite a des emplacements Internet choisis. Errors are incorporated, and the information coming from these actions is controlling in the real time the transformation of played sound.

