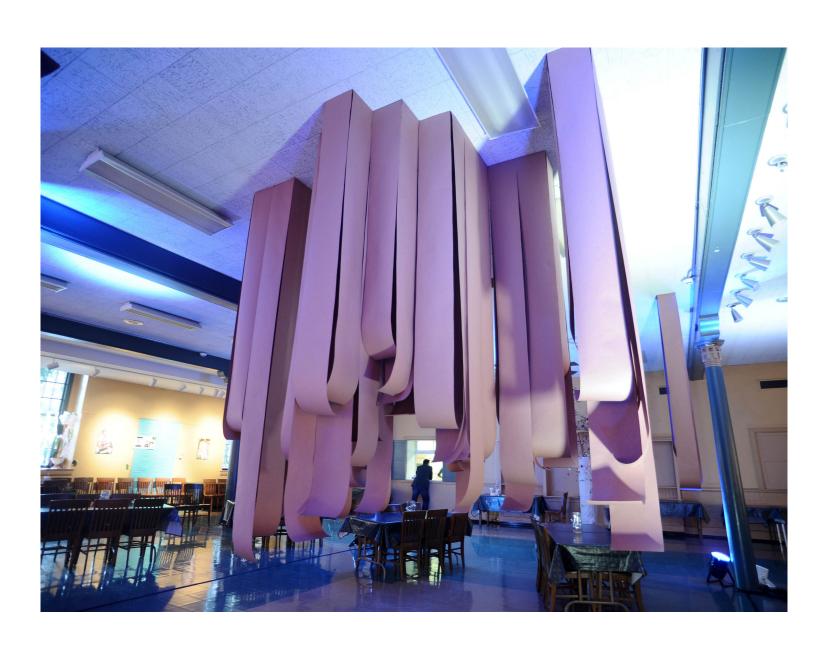
Soundcrawl 2011 Anthology

October 2, 2011 Downtown Presbyterian Church Nashville, Tennessee





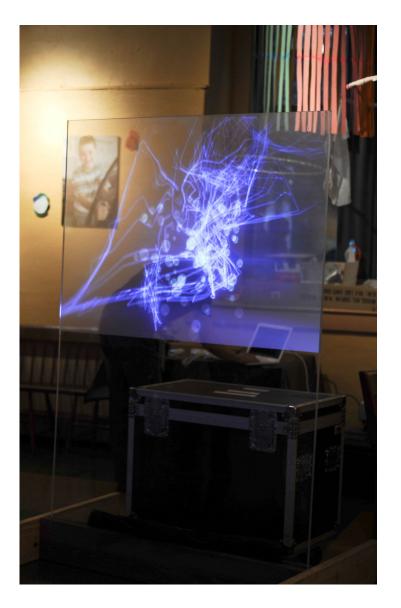
Acclaimed visual artist Natalie Dunham created a new work specifically for Soundcrawl. *Untitled 1.3_RS* was installed as the centerpiece of The Gallery.







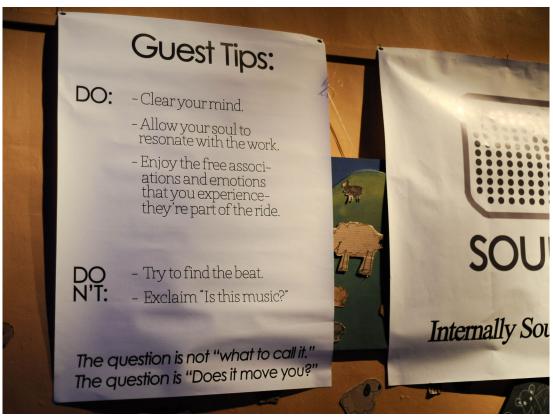






Weiv, an interactive video software made its Nashville debut on a new hologram built specifically for the event. Weiv allows viewers to control aspects of video "scenes" using Wii controllers. The "hologram" (a clear, rearprojection surface) was built out of clear acrylic and a piece of clear projection film using funds raised via Kickstarter.











The exhibition opened with a performance of *Intonent Hodie* by Mississipi composer Elisabeth Roberts in Auxiliary I. The work featured stage lighting, choreography, piano and digital soundscape. Roberts discussed the work in a Q & A afterwards. (bottom right)



After the performance of *Intonent Hodie*, three works took up residence in Auxiliary I for the remainder of the evening. Two works of sound art: *Anything Else?* by Jack Silverman, *Temptation and Banishment* by Aaron Hoke Doenges; and one work of video art: *Stylus* by Quinn Collins and Tyler Kinney (pictured above).

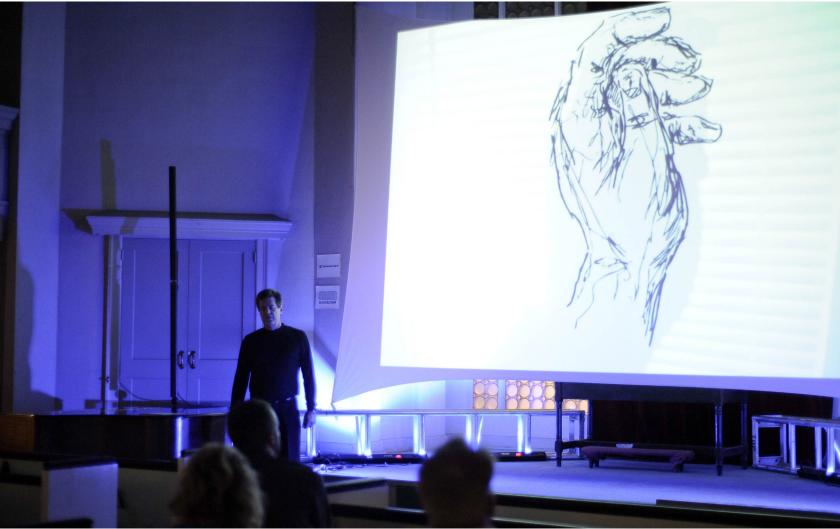




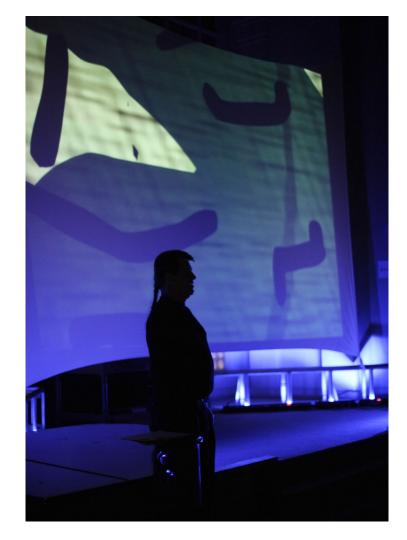


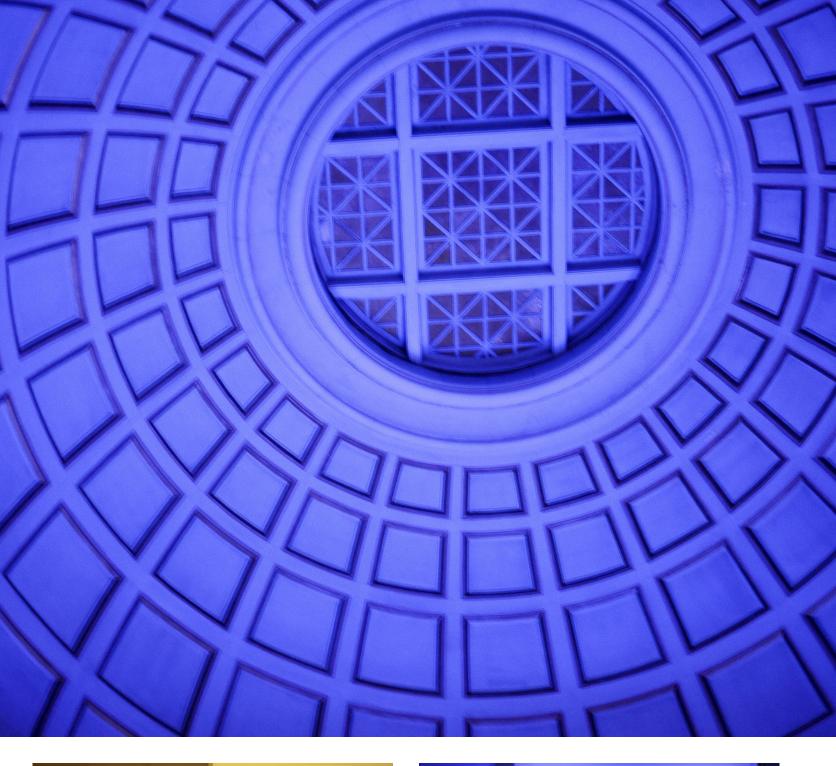
Twelve works of sound art were "in Residence" on SoundStations on the Concourse all night.





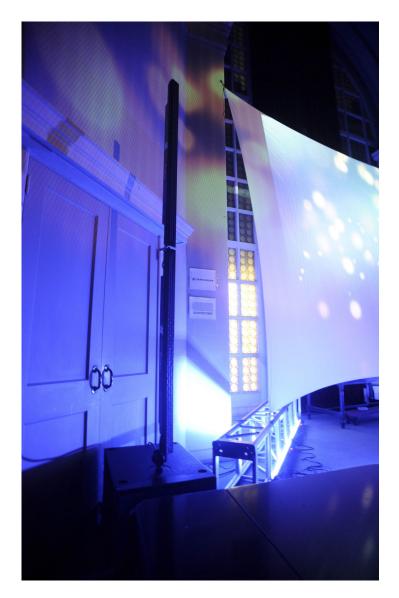
The second live performance at the exhibition was *Life is Dreaming* by Michael Kallstrom in the Sennheiser Room. The work is a part of Kallstrom's continuing series of works called *Electric Opera* and featured a vocal solo accompanyied by video and electronic soundscape.















The main venue at the exhibition was the Sennheiser Room, which featured a system of six K-Array KR-100S Line Array speakers provided by Sennheiser. Two works of quadraphonic audio were in Residence: *My Parent's Phone Number* by Ethan Frederick Greene and *Cloud I: Windmills I-65* by Bin Li. Both works made great use of the speaker setup, sending sounds around the room and audience.



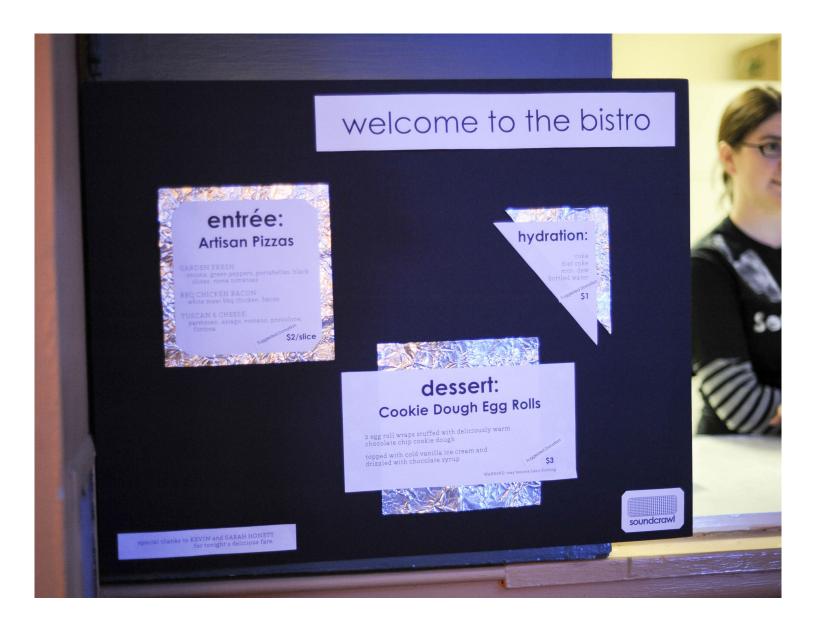






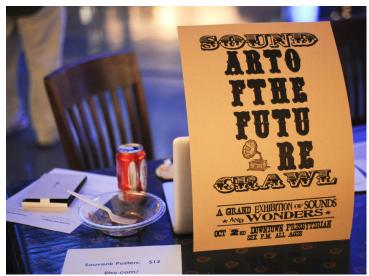
Auxilary II featured a unique sound sculpture, *Mobile2* by Paul Schuette. The sculpture contained a series of oscillators and speakers which respond to movement. The sculpture also features a control panel which afforded guests the opportunity to "play" the sculpture-instrument. Later in the evening, Schuette performed with his creation.







The Bistro offered guests a respite from all the activities, capped by decadent chocolatechip cookie dough eggrolls. (above)



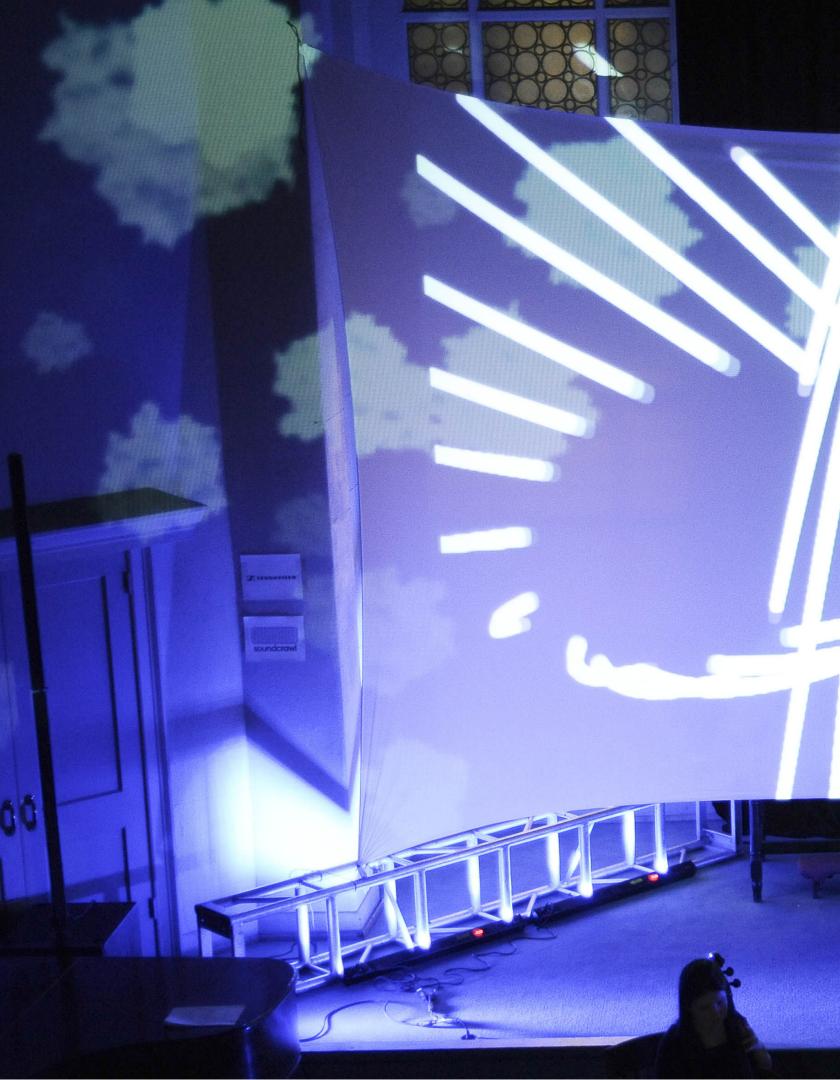


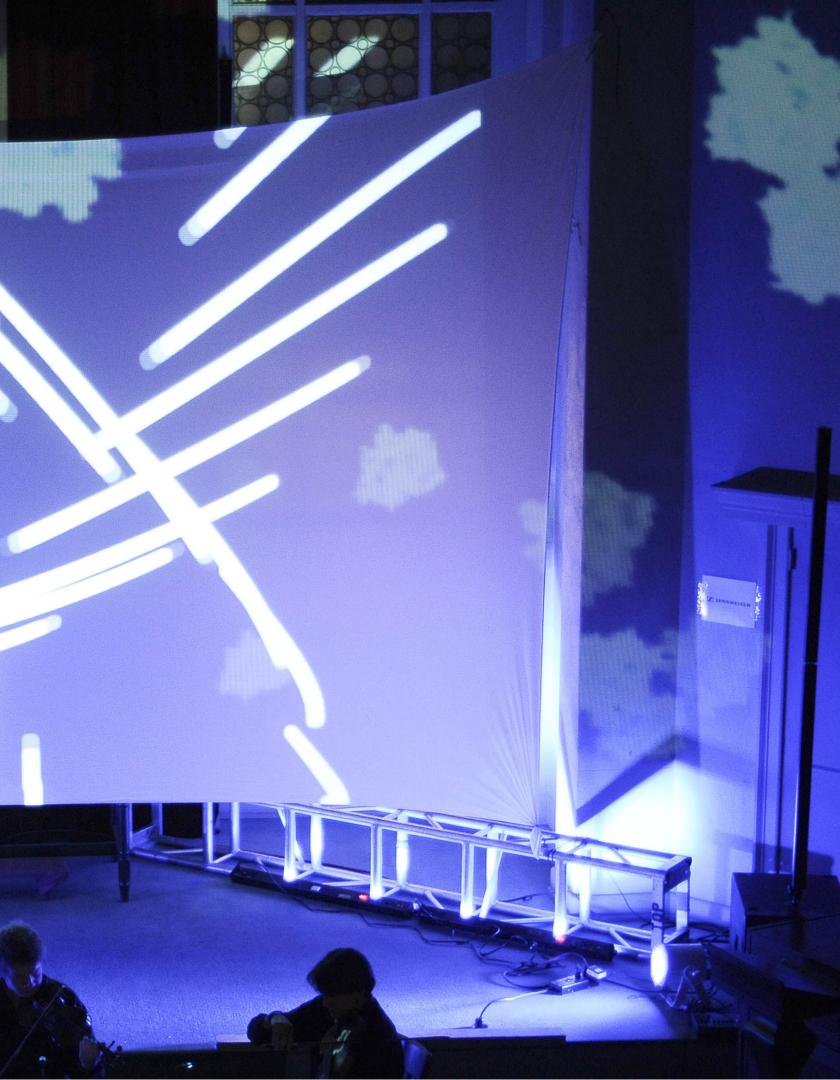
| The climax of the evening was <i>The Feedback Project</i> , a setting of <i>Feedback:</i> (Mvmt I) by Derek Webb. Webb's electronic music was set in six-point surround sound accompanied by a live string trio and Environmental Projection(tm) of Weiv visuals. The project was orchestrated by Kyle Baker. The Weiv visuals were choregraphed by Paul Gratton and Josh Hunter and performed |
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| live from the balcony. |
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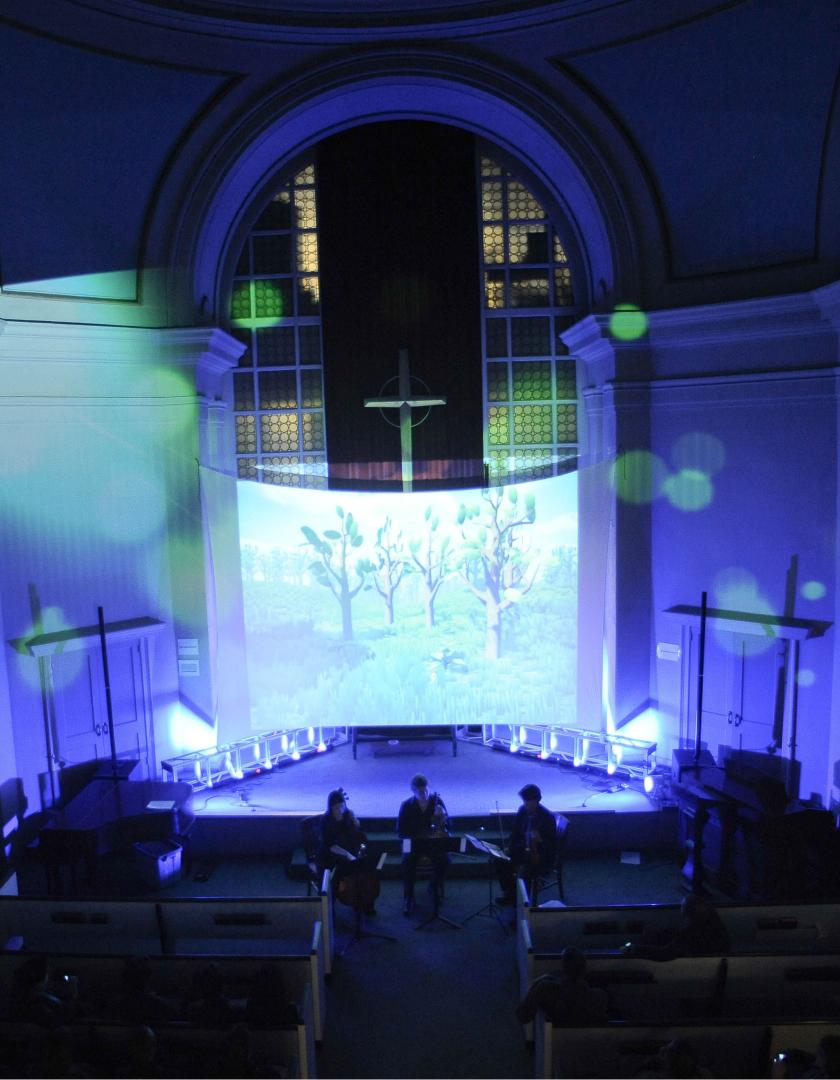


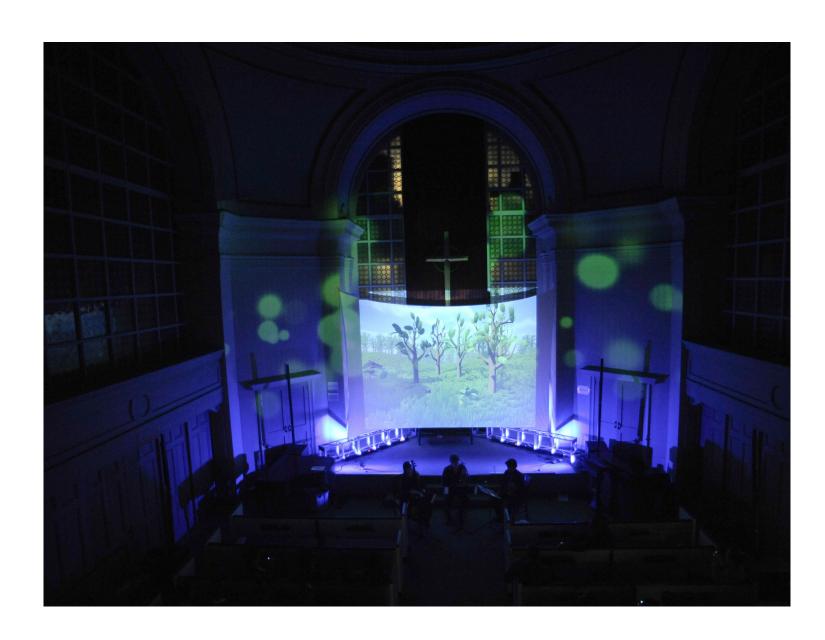














Soundcrawl was founded in 2009 by Aaron Hoke Doenges and Kyle Baker.

Soundcrawl 2011 was produced by Aaron Hoke Doenges, Joy Jenkins Baker, and Kyle Baker.

Soundcrawl.org