

**Artist Name: Stanza**  
**www.stanza.co.uk**  
**London UK**  
**+44 (0)7803147433**  
**stanza@sublime.net**

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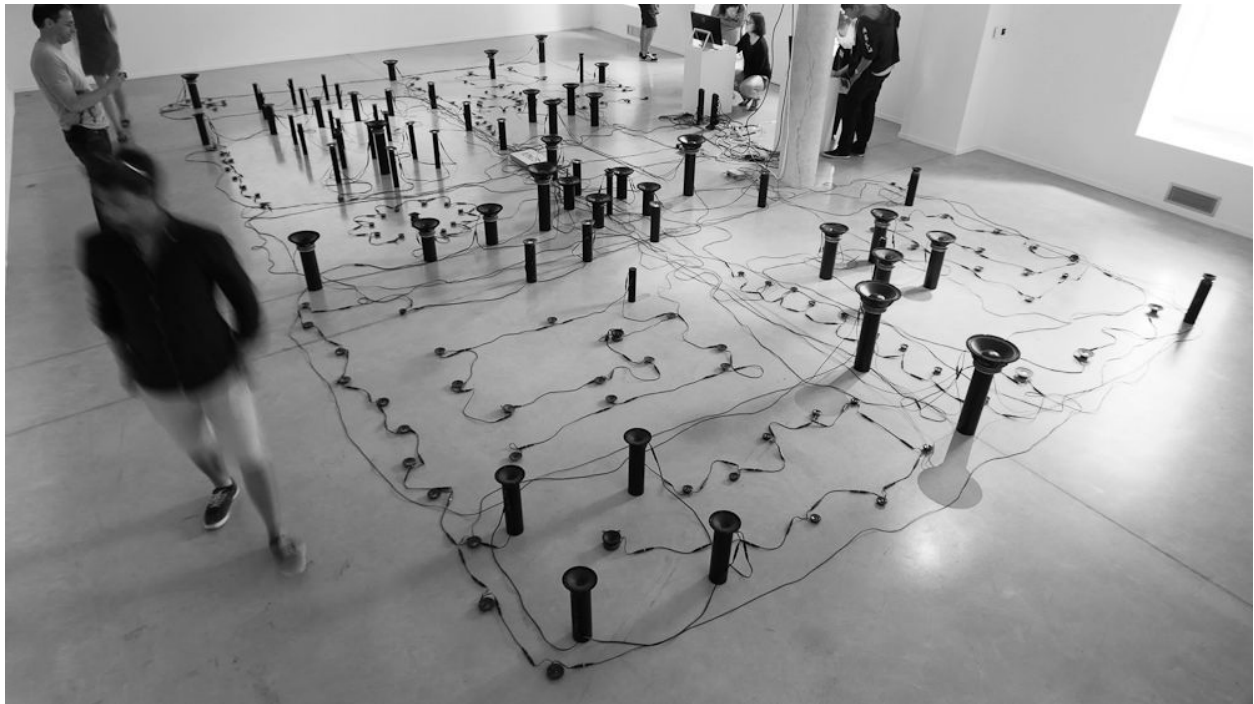
**Title: Soundcities – Herd Above The Noise.**



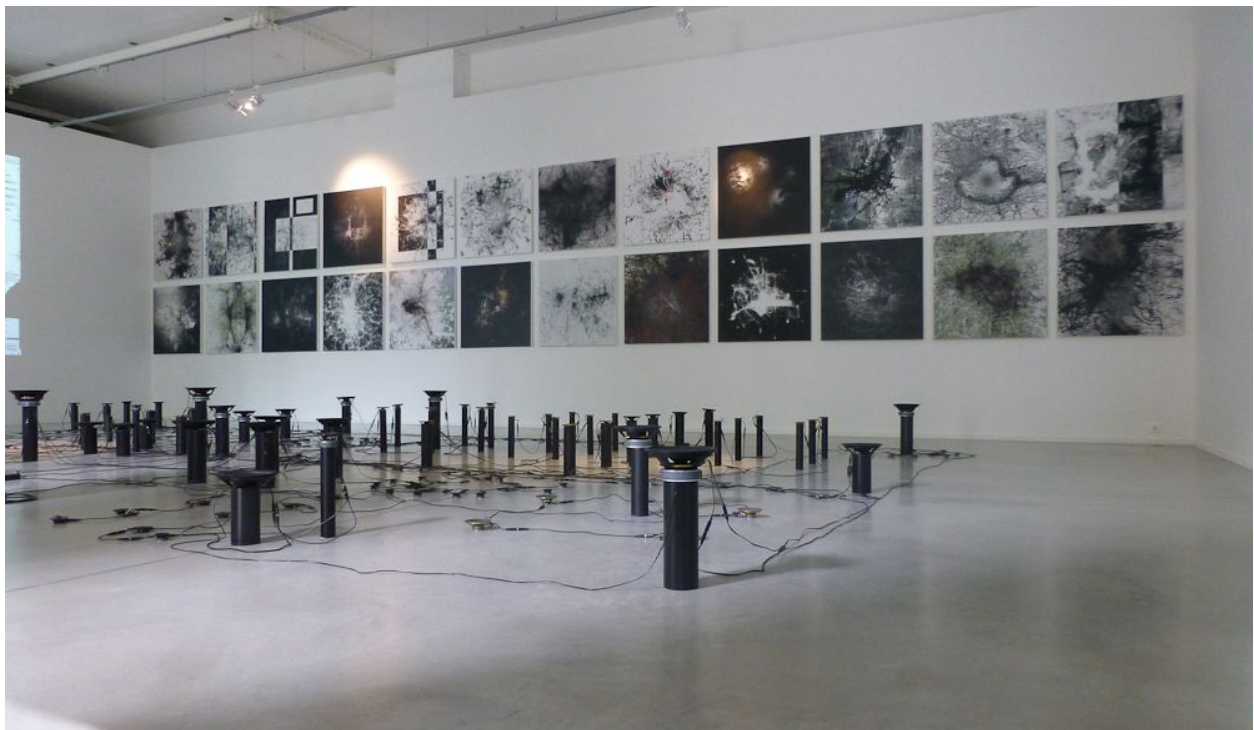
The installation can play thousands of sounds from around the world and is arranged like a map of the city the artwork is installed in. What you see and experience is a map of wires and cables including over 170 speakers, a custom made amplifier that are all used to make the installation. The installation can be changed to just focus on any given city ie London , Paris, Rome or the whole world. The installation features the use of soundcities.com database and live feeds with a new software system. The system works in auto mode if no one uses it or can users can interact and choose the sounds that get played on the speakers. (Its both interactive and generative)

The audience operate the system from two computers these can also connected to two projectors. These computers show the interactive sound maps. Or if no one is in the room or they leave it then it works on its own.

**STANZA**



*Participatory system sounds over 170 speakers.*



*ALSO shown with Stanza paintings of data and noise maps optional.*

## **About**

This interactive installation allows the audience as creative user the possibility to remix the thousands of sounds from around the world on various soundmaps. The system is a custom made software which uses the artists Soundcities online database of the thousands of sounds from around the world. The audience can visits the various cities and mix the soundmaps. The website and installation platform has series on online mixing desks where you can mix these sounds.

Soundcities was the first online open source database of city sounds and soundmaps from around the world, using found sounds and field recording. There are now thousands of sounds from around the world on the website. The concept started in 1995 with various iterations. In 1996 Stanza devised the term soundmaps and initiated the various works that developed into soundcities.com.

This project allows the audience the possibility to remix the hundreds of samples recorded from cities around the world in an online database. The sounds can be listened to, used in performances on laptops, or played on mobiles via wireless networks. The Database is also open source so anyone can upload sounds they collect from world cities, thereby making a contribution to the project and making an online sounds archive. Stanza's soundmaps have been online since 2000 and the Soundcities database since 2004. This new version was developed in 2015. <http://soundcities.com>

**Video:** <https://vimeo.com/129763849>

**Website:** [http://stanza.co.uk/soundcities\\_herd/index.html](http://stanza.co.uk/soundcities_herd/index.html)

## **Bookings**

Installation of the work. I will bring all the speakers and systems ie all equipment will bring a series of related artworks for the walls. Take down it is possible you might be able to do this yourself.

## **Workshop Also Available:**

Stanza workshop with the soundcities project. The workshop investigates field recording, collecting sounds, editing sounds, and finally they put them in the database and on soundmaps on the soundcities.com site. The group creates these soundmaps in the city by recording sounds using portable devices. The aim is to learn about field recording and using sound for creative uses, ie concerts, installations and enhanced experience of our surroundings.

**A two day workshop for up to ten participants.** (they need to bring or share their own sound recorder)  
DAY 1. Introduction to the project and talk forty mins. Sound recording, the system, and database. Places to go visit in groups and record the city using recorders. DAY 2: Morning Edit the sounds. We will need some computers. Group can bring laptops and use their own laptops to speed up the editing Afternoon. Group will place sounds inside the Soundcities database and form a map of the new city and the whole project goes live.

## **BUDGETS.**

- Budget Breakdowns For The Event .
- Size of installation 8 metres by 6 metre .(Variable)
- Production Fee. Towards my full economic costs. Includes :- wear and tear of the artworks, marketing, ongoing studio costs, and toward production costs, boxing, includes all software and custom made electronics.
- Exhibition Loan Fee and Artists Fee
- 2 day pre testing days software dev. and 1 day studio packing at start
- 4 days set up time at venue labour time in situ. Travel 2 days.
- 1 day administration time meetings. etc 1 days take down TOTAL 11 days work.
- Flights and My Expenses. Flights trains artists food and misc expenses Inclusive for duration. etc
- Hotel and accommodation.
- Transport and delivery to venue from London of the artwork up to 10 large boxes.
- All equipment provided except optional projectors
- Contingency

**TOTAL £XXXXX GBP Pounds (Negotiable depending on your budget)**

## **OPTIONAL EXTRA WORKSHOP.**

To record the sounds of the city and to do a two day workshop for up to ten people and add the sound of the city, both to the online Soundcities database and to the installation . Includes the use of recording devices.

TOTAL £XXXXX Negotiable depending on your budget



*Photos of install at la Panacee France*

**STANZA**

[stanza@sublime.net](mailto:stanza@sublime.net)

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