



SYMPHONY OF NOISE VR

A single-user roomscale VR experience

Inspired by
Matthew Herbert

Created by
Michaela Pňáčková and Jamie Balliu





This is a sonic, algorithmic VR experience. Put on a headset and embark on an immersive journey – listen differently to your daily life, the world around you and find the music within.

Immerse yourself in the world of exploration of sonic landscapes in high-end spatial sound design where you can create, hear, see and feel sound in a way not possible before and compose your own score. Listen intently. Can you already hear life becoming music in your ears?

LENGTH:

approx. 15 minutes

LANGUAGE:

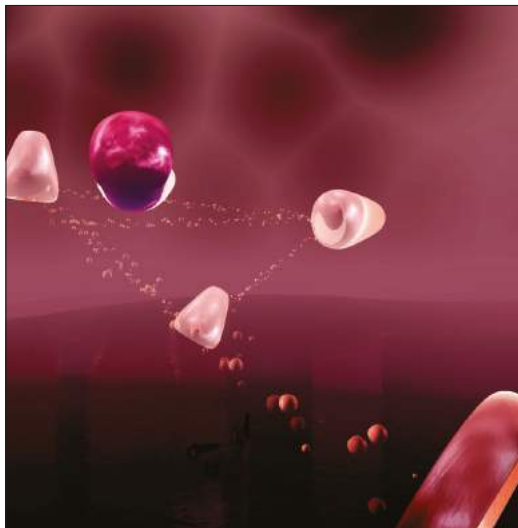
English – no subtitles

ROOM SET UP:

3x3 m

HMD:

HTC Vive Pro
Oculus Rift



ARTIST STATEMENT

Matthew Herbert is a sound documentarian. He records everyday sounds and turns them into music. For us, the technology of virtual reality is best suited to translate Matthew's vision for the end user. Through spatial sound and interactive features in VR, we can experience the world differently. In this case, we become the conductors of the world via the super-sense of hearing.

SYMPHONY OF NOISE VR is inspired by Herbert's book 'The Music' in which he creates soundscapes by association in the mind of the reader. Matthew's poetry becomes the introduction to a new world of sounds. This world is created differently by the interactions of each user.

Through playing with sounds and interacting with environments, through moving, hand-gesturing, breathing, we aim at creating sonic universal yet simultaneously highly personal landscapes. This way, the user will also document their bodily sounds in order to create their own symphony of noise.

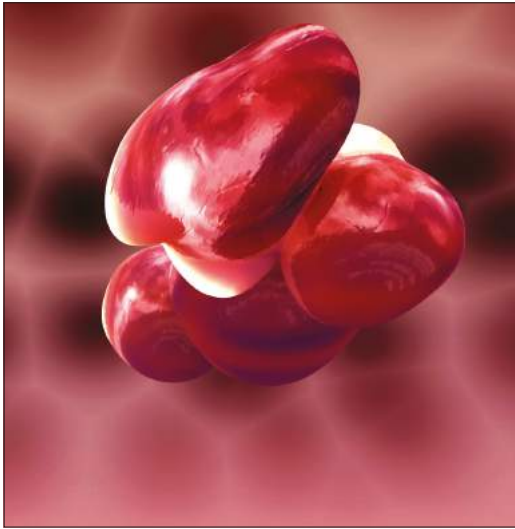
Michaela Pňáčková



THE MUSIC

“The sound of an object leaving the earth. The sound of the friction between the atmosphere and the earth as it spins. The sound of a dense, collapsing mass as it hurtles past. The sound of a body breaking up into its constituent parts. The impossible sound of solar winds. The sound of a continuous bombardment of particles. The sound of gravity hurling a distant planet round a distant sun. The sound of the distortion at the edges of dust. The sound of black holes collapsing. The sound of light as it passes through virgin space. The sound of atoms multiplying at dizzying speeds. The sound of dark energy expanding. All the shuddering of elements. The sound of an explosion.”

From *The Music* by Matthew Herbert



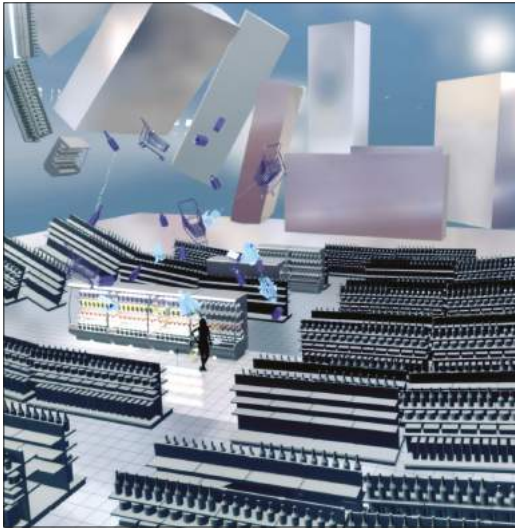
Take a **deep breath**. You are in a liquid space, seeing weird, fluid shapes floating around, inviting you to interact with them. By activating sounds through breathing and via controllers, you will create a soundtrack of that microcosmic world.

SPACE 1



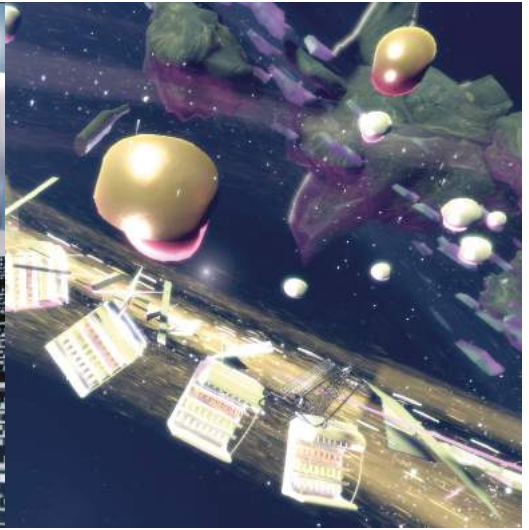
Be one with the nature. In this world of ice, you will interact with crystal objects hovering in the space and unlock the soundscape of the wild. Northern Lights fill out the air as you are connecting with the universe by using **your voice**.

SPACE 2



Feel the chaos of everyday life and civilization as you walk through a typical supermarket. Transform urban sounds into **rhythm** when you turn a milk fridge into an instrument.

SPACE 3



Feel the power of our existence. Everything comes together sonically and visually - you become the **conductor** of your world and create your own Symphony Of Noise.

SPACE 4

THE MAKERS

AUTHOR / CREATIVE DIRECTOR / PRODUCER

Michaela Pňáčeková is an interactive creator, producer and a PhD candidate. Her focus lies in the ways new media impact the real through interaction with algorithmic processes and AI. She has co-created a predictive policing app, produced three feature length documentaries and two short films. She received Special Mention at the Bosch Stiftung East European Co-Production Prize 2014, EWA Development Award 2017 and Award for Best Czech Feminist Play 2009.

CO-CREATIVE LEAD / CO-PRODUCER

Jamie Balliu is a director and designer of i-docs and campaigns. He co-produced, designed and directed THE BRUSSELS BUSINESS cross-media production and co-created the cross-media production and campaign for A GOOD AMERICAN. His WE R DEMOCRACY won the award for the best cross-media project at Sunnyside and was in the official selection at Power to the Pixel. He has creatively led several campaigns for BBC, Channel 4 Music and MTV.

SOUND ARTIST

Phivos Angelos Kollias is Composer, sound artist and researcher of instrumental and electronic music, specialised in contemporary classical music, innovative interactive sound technologies including music for video games. He has received seven awards and eight nominations in international competitions.

VISUAL DESIGN

Paul Kirsten is an AR/VR/MR designer with a focus on project planning, interaction concept as well as design and development. Together with Prefrontal Cortex he creates projects with strong musical accent such as INTO MUSIC. The 360° visualization of George Bizet's LES TORÉADORS combines the spatial listening pleasure of classical music with its simultaneous translation into dynamic sound images.

Author and Creative Director, Producer:
Michaela Pňáčková

Author and Co-Creative Director, Co-Producer:
Jamie Balliu

Producer: Stefan Kloos

Visual and Technical Lead Unity: Paul Kirsten

Composer, Interactive Music Developer: Phivos-Angelos Kollias

Additional Interactive Music Developer: Stephan Kloß

Unity Development and 3D Modelling: prefrontal cortex

Produced by: Kloos & Co. Medien, Kloos & Co. OST

Co-Produced by: UP Creatives, Reeperbahn Festival, VRHAM!

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