

Natali Kruger presents

INTERO (IMMERSIVE 3D AUDIO LIVE)

There is no Man and Nature, as Man is also Nature



ARTIST STATEMENT :

My personal metaphysical quest is the leading idea of my latest projects.

I call on some unusual ideas the destiny of which is precisely to have either no limits,
or are not even formally defined.

I humbly aim at transmitting a philosophy of Nature, so called by Artaud « the solar tradition »
a philosophy inspired by the original state through myths which are universal
and all speak of the same thing.

It's all about a process which calls upon and incorporates the musical creation
in a primitive and instinctive manner, a collective experience which to me would be,
such as life, above any theory.

Humanity relentlessly is seeking a meaning to life, but does life have a meaning ?
Maybe for any one who perceives it as a mystery and not in a conceptual manner.

My intent is to reveal that mystery with music and sounds in movement,
which defragmenting audition, awakening intuition.

Sometime, there is the will to find again a philosophy of the apophatism
which can be translated by a music free of accidents, accomplish permanent reality,
which evokes the absolute substance. But most frequently, the music is wild, unstable,
but not without any goal, this is impermanence.

There is the wish to express the clear-sightedness and not the revelation,
the consciousness, and not the analysis.

Aim at self-consciousness which allows a common experience.

A generous musical experience which does not pretend to reproduce a natural environment
but simply pay it a tribute and become part of.

DESCRIPTION DU PROJET :

Intero is a live 3D surround project, taking inspiration from Natali Kruger, 83 % invisible album, soon to be released on the label « les anges noirs de l'utopie »

[Streaming link @Soundcloud](#) (As the album isn't released, please don't share the streaming link.)

[Website : les anges noirs de l'utopie](#)

This musical performance thus carries the ideas touching upon our future and creates a passionate equation between arts, nature and prospective sciences.

Those ideas that are related to the creation are about cosmic order, and provide that notion from which lot of creators have turned away.

This project needs to be considered as a mirror, not of a direct reality, which would be just an inert copy, but of another reality more deeply buried.

The sound without resorting to pictures allows this deep langage, the transcendence.

Although taking the shape as an artistic project, 'INTERO' is leaning on research like sonotherapy, more precisely on the sono-somesthetic effects (sound and body sensations) and cenesthetics (feeling of being).

« the super-natural art »

Thanks to the 3D sound Immersive experience and the use of specific sounds, the music can modify the consciousness of the corporeality as a substance, it unifies the internal and proprioceptive qualities.

Such immersion results in a consciousness of the wholeness, beyond the body, an art of the super-natural.

With the spatialized sound, snakes move and whisper on walls, tigers run to the 4 corners of a room, it rains, one finds itself in an earthquake... These sound elements taken from reality are not only used as anecdotal events, nor to serve the narrative but they are forcefully integrated as full musical elements

The multidiffusion allows to set a metaphysical sound scene, a non filtered listening, more rough and the nature's theme can be treated along its multiple dimensions.

The live show unfolds in darkness in order to facilitate the immersion which is perceived as something unusual, an upheaval of perceptions.

Thus the process of wild life unfolds itself, not only primitive, psychic, physiological but also technological, for the sound operates efficiently. The senses are misled, the technology thus becomes just as the nature, a setting free environment and no longer compelling.

FIRST TRACKS OF RESEARCH :

Estimated duration :

60 minutes

Sound research :

Acousmatic room = scenarisation of the sound diffusion (multi diffusion),
writing of music sheets in relation to the scenography.

Use of real sounds (nature's sounds, animals, etc.)

Or a live multidiffusion

Defining of sound sceneries :

Colour, ambience, level of emotional intensity

Scenographic research :

Seated public, standing or lying, to be defined in relation to the location possibility,
or the context.

Narrative

All begins in darkness/silence, progression, accumulation, climax, then quietness

Visual creation Research :

A collaboration with the designers of the FOZ machine device is considered without
a screen/public front relationship, see the FOZ machine file

The FOZ machine allows to keep darkness while at times it projects in the room
special decors like a constellation...

the spatialized sound allows to reproduce the human ear

The 3D installation is based on a rather simple observation : in nature, the majority of sounds and their most important echos surround us at 360° (all around us).

The shape and the position of ears imply an optimal perception angle of sound within about 30° and 40° under and above the horizontal axis.

We add an additional sound information, with a baffle from above, having a base sound format (quadriphonic, 5.1, 11.1, etc.) With the vertical dimension, the tridimensional haesthetic of the layered soundscapes is quite more realistic and we are able to obtain a precise localisation of the static or moving objects.

Several sounds can be managed independently from each other, on top of the classic surround effects, to offer to the listener still more realism and a better immersion.

Practically, during a rainy sound scene, the water really drops from the ceiling. In a forest undergrowth, one can precisely locate the various sounds of animals perched on trees, emitted from the different points in the listening room, above the audience.

On top of the ambiance music diffused all over the room and thus reproduced by all the baffles of the installation, it becomes then possible to precisely position a tiger moving around the room, a bird which flies away, or water falling from a cascade.

The possibility during a live spatialisation to precisely position all over the different audio sources in the surround zone may also allow to go further, towards a transcriptic even more realistic, depending on the specific acoustics of the room (echo, reverberation, audience).

REQUIRED EQUIPMENT :

quadriphony: 5 loud speakers + a sub

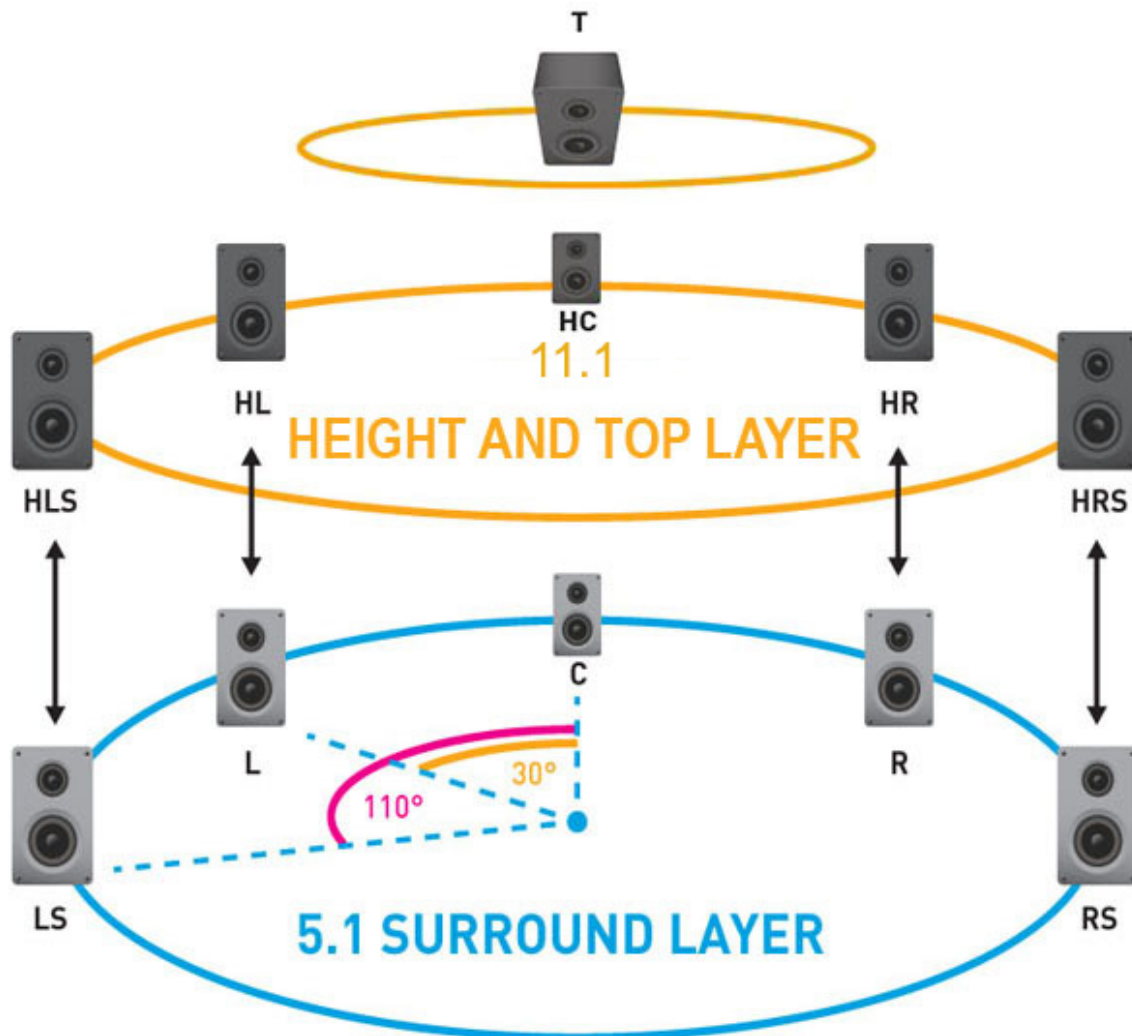
5.1 : 6 loud speakers + a sub

11.1 : 11 loud speakers + a sub

a mixing table, must be hardware
(capacity of output depending on the system or virtual (dante))

In this diagram there are two installations, starting with a 5.1 in blue color, plus a top T to generate a 3D environment or an 11.1 (yellow and blue)

Both configurations are possible, also the project can be adapted to numerous installations depending on the room and the equipment provided.



MATERIAL AT OUR DISPOSAL :

- 2 Mac computers with screens, keyboard and mouse.
- 1 sound card rme fireface 800 8in/8out
- 1 sound card digidesign 002 8in/8out
- 1 midy controlor keith mcmillen Quneo 3D
- 1 Elektron digitakt

THE TEAM :

Concept : Nathalie Garcia

Technical support : Alexis Oscari

Sound Creation : Nathalie Garcia

Sound Control : Alexis Oscari

Production / diffusion : Les connexions oubliées

Artiste management / RP : Florence Meuleman

CONTACTS :

Nathalie Garcia : (+32) 0476/89/19/40

Alexis Oscari : (+32) 0496/47/25/94

lesconnexionsoubliees@gmail.com

booking@moicflo.com

BIOGRAPHIES :

Nathalie Garcia alias Natali Kruger or previously Baby Kruger is a full sound artist, who recently became a naturopath and a practitioner of the sound massage Peter Hess.

With her first album « Selkie » edited with the Schematic label, founded by the artists of Warp « Phoenicia » label, she marks the territory of the IDM, electronica artists.

Sound designer, electroacoustics professional (first Prize from Bordeaux Conservatory), creator of radio documentaries in 3D binaural , in the framework of the project « les connexions oubliées », electronic composer, she is now involved in a sound research project aiming at studying the states of trance or the modified states of consciousness and their therapeutic and creative value.

Alexis Oscari is a sound engineer who graduated from IAD in 2001.

After graduating, he completes his training at the Cineberti studio for movies mixing, certified for DOLBY and DTS, and then works for 6 years as sound designer, sound mixing and assembling with A-Sound. He proceeds as a Free Lance with the best noise designers in Belgium, in the capacity of noises mixer. He is solicited in each of the radio creation of the project « les connexions oubliées » as the sound mixer and recorder, and manages the 3D environnement, as well as the 5.1 for the public diffusions .

PROJECT « LES CONNEXIONS OUBLIÉES » : <https://soundcloud.com/lesconnexionsoubliees>

« Les connexions oubliées » is the art of gathering those who wish to participate to paradigm's changes, encourage the transformation of individual and collective behaviours, propose exploring tools and actions, share the messages of those who operate for the expansion of consciousness and generate connections between art, science, ecology and all forms of initiatory ways to develop our awareness.