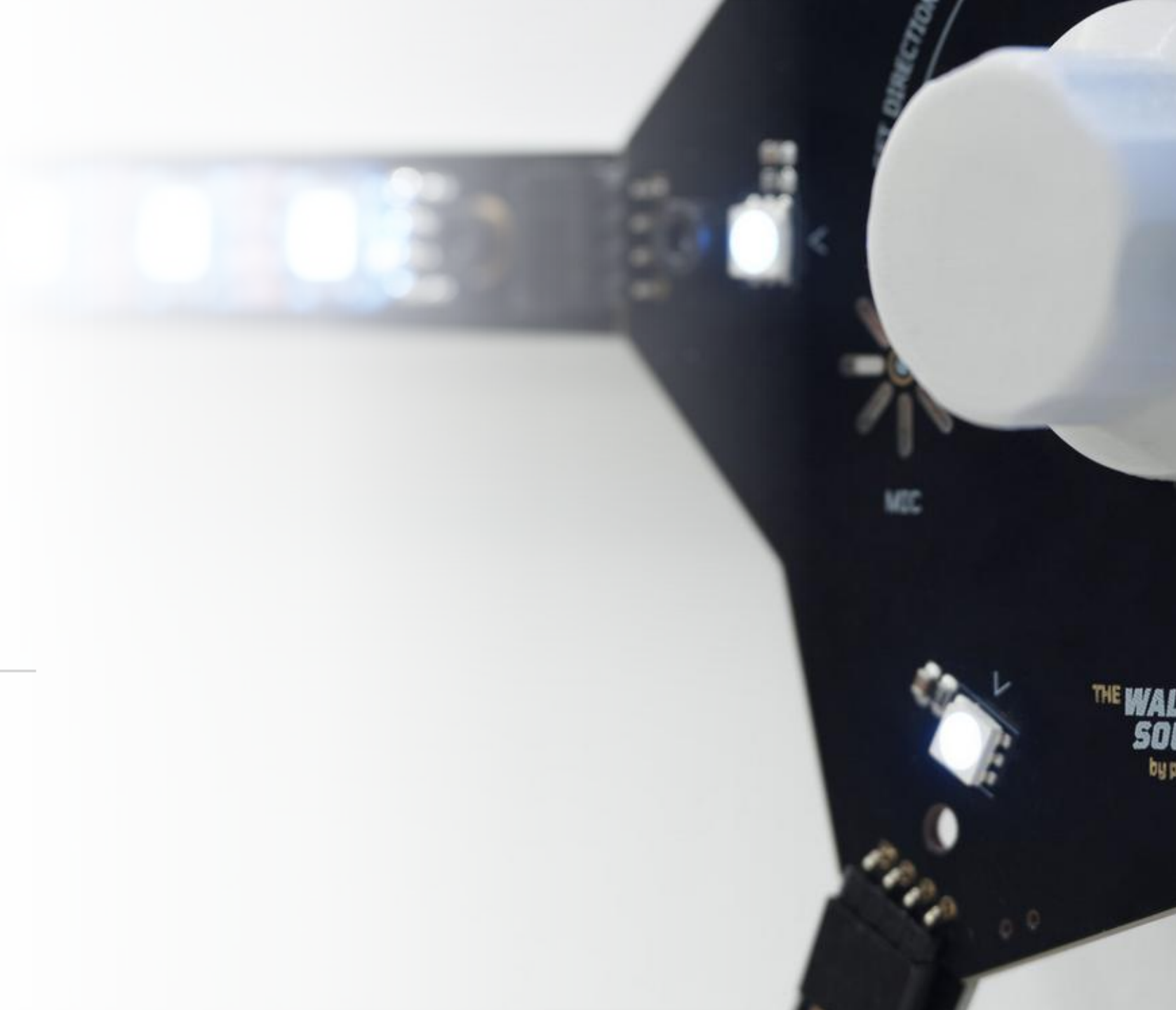




the wall of sound

Creator: panGenerator

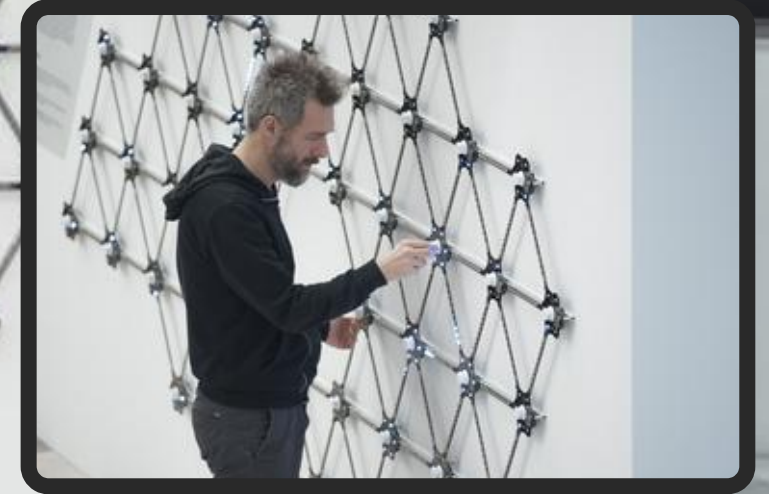
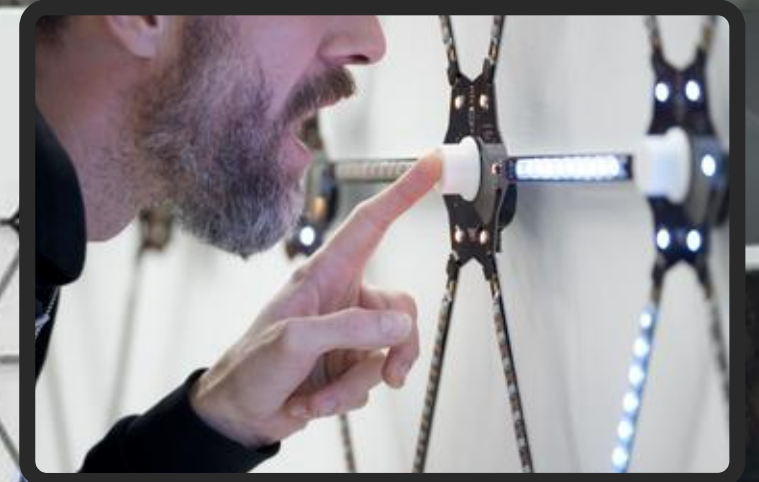


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- PanGenerator is a new media art & design collective based in Warsaw, Poland, founded by Piotr Barszczewski (ex-member), Krzysztof Cybulski, Krzysztof Goliński and Jakub Koźniewski. Since 2010 the group creates unique projects exploring new means of creative expression and interaction with the audience.
 - Their works are characterised by blending digital realm with physical world, mixing bits & atoms to create audience-engaging, dynamic experiences in opposition to typically static.
 - works were presented at numerous art & design galleries



the wall of sound makes electronic music from your voice

- Project that fuses a public art installation with music.
- the wall of sound' invites audiences to interact with the piece by recording their own voice and playing the sound back in countless variations. commissioned by katowice street art 2019: urban sound, the project effectively creates an experiment to see how people interact with the installation, bringing it to life with new voices and new sequences.
- **in its form, the wall of sound makes reference to graffiti art.**
- it is a system of interaction, light and sound.
- samplers and sequencers in the hexagonal node modules – the main component of the setup – allows sound to be recorded and played, and thanks to the numerous links between the nodes, many variations are possible from just one person's voice.
- the open dialogue with the audience brings the installation to life, saturates it with meaning and allows it to evolve day by day constantly bringing new voices and new sequences into the mix.

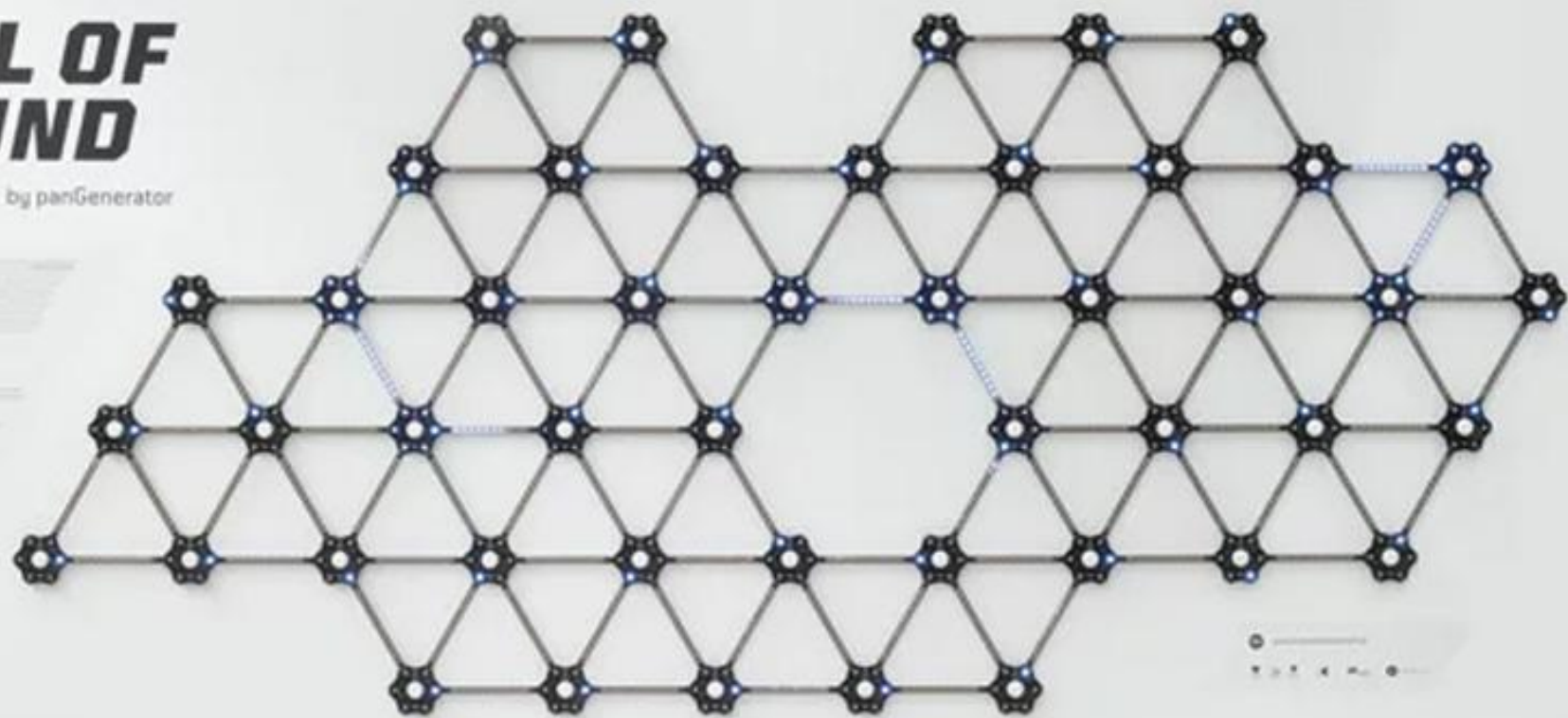


THE **WALL OF SOUND**

by panGenerator

DESCRIPTION
The Wall of Sound is a large-scale, interactive sound installation. It consists of a grid of interconnected nodes, each of which is a small, multi-faceted, metallic structure. The nodes are arranged in a pattern that resembles a honeycomb or a lattice structure. The installation is designed to be used by multiple people simultaneously, with each person interacting with a different node. The interaction with the nodes creates a complex, multi-layered sound that changes as the users move and interact with the structure.

TECHNOLOGY
The installation is powered by a central computer system that controls the sound output of each node. The nodes are connected to the system via a network of cables. The system is designed to be scalable, allowing for the addition of more nodes as needed.



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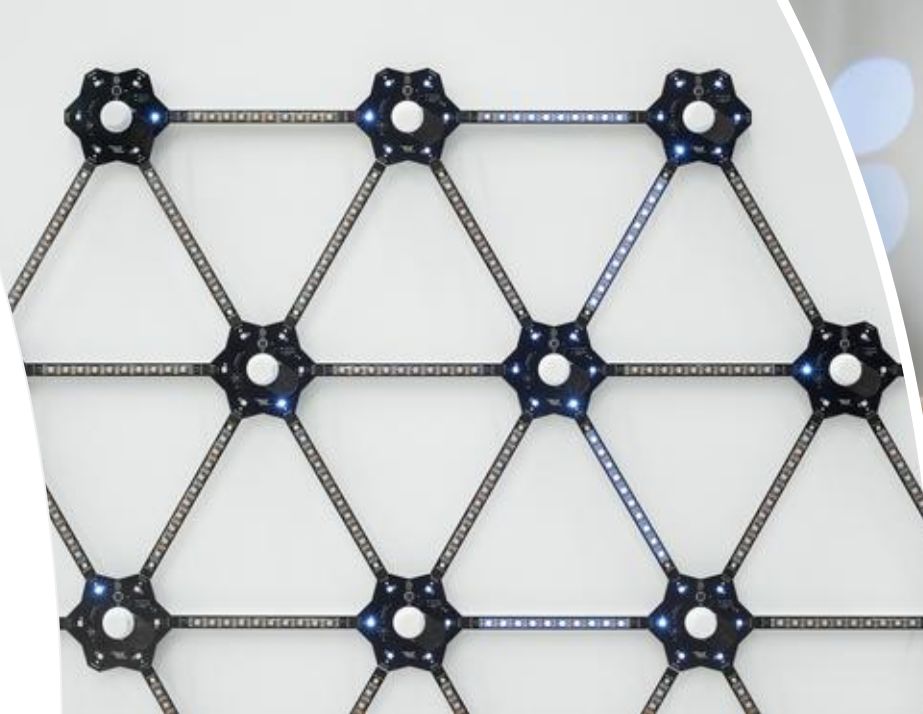
ALL OF SOUND

by panGenerator

- to create the piece, they designed custom pcb's based around popular atmega 328 (nodes) and microcontrollers and some cheap sound recording / playback chips that are giving the whole thing a lo-fi vibe. each module is independent and there is no central control of the whole setup – only the power needs to be supplied for every nth module, each node can trigger its neighbour pointed by the orientation of the rotary encoder. such approach allows for potentially limitless amount of nodes and huge flexibility in terms of the layout of installation.



- polyphonic work of art is a reflection of our rhizomatic and chaotic world, and it demonstrates the power of democratic creativity in art.

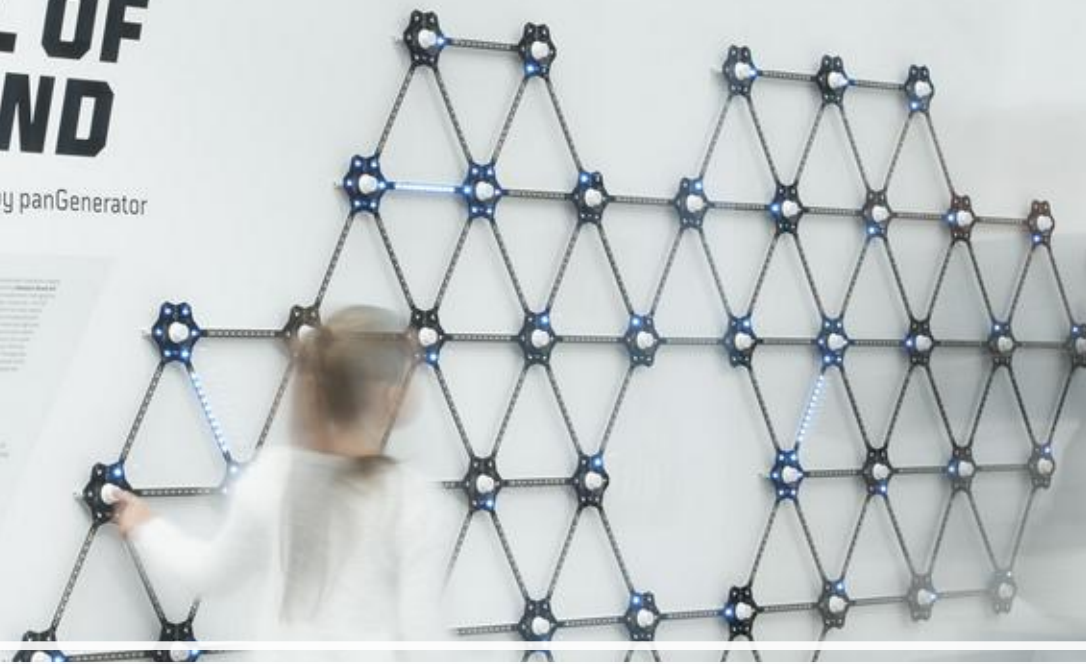


THE WALL OF SOUND

by panGenerator

INSTRUCCIA:

HOW TO:



<https://vimeo.com/386468233>