

## **Netrooms: The Long Feedback**

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Join in “The Long Feedback” and contribute to a nine-site network performance!

Netrooms: The Long Feedback is a participative network piece which invites the public to contribute to an extended feedback loop and delay line across the internet. The work explores the juxtaposition of multiple spaces as the acoustic, the social and the personal environment becomes permanently networked. The performance consists of live manipulation of multiple real-time streams from different locations which receive a common sound source. Netrooms celebrates the private acoustic environment as defined by the space between one audio input (microphone) and output (loudspeaker). The performance of the piece consists of live mixing a feedback loop with the signals from each stream.

### **Presentation Format**

Performance: A live performance which requires the presence of the artist at the console/laptop lasting between 10 and 20 minutes. The performance calls for participation from remote contributors which can be ISEA delegates in spaces other than the performance space. If accepted in this format I would produce postcards with invitations to participate and create a core group of participants within ISEA. Participants are invited to make sounds or simply listen. The overall result is an assemblage of spaces and soundscapes which constantly feed into each other by virtue of being networked. Past performances have included participants in both indoor and outdoor spaces, at times interacting with each other through the creation of simple sounds which the network turns into delayed rhythms.

The performance space is flexible though it needs multiple loudspeakers (between 4 and 8). These can be provided by the artist. The performance usually includes live blogging which is projected to the audience. This adds a layer of communication amongst participants and listeners which compliments the abstraction of the sonic field.

The piece takes 1 hour to set up/rehearse once the UDP/TCP connection has been tested.

## **Participate**

To participate in future performances of netrooms contact the author and we will send you a PD patch. You can participate from anywhere in the world with a broadband connection. All you need to do is load the patch during the performance times and listen... You can make a sound, be silent, play music, talk to others and listen... but remember it's a long feedback loop!

## **Technical Requirements**

- 1 laptop with Microphone (internal or external) and Loudspeaker (internal or external)
- Pd-extended 0.39.3-extended ([www.puredata.org](http://www.puredata.org))
- Patch provided when you email us
- Broadband Connection with UDP and TCP ports 8100 open
- Projector

## **Past Performances**

CNMAT

2nd April 2008 Berkeley, California

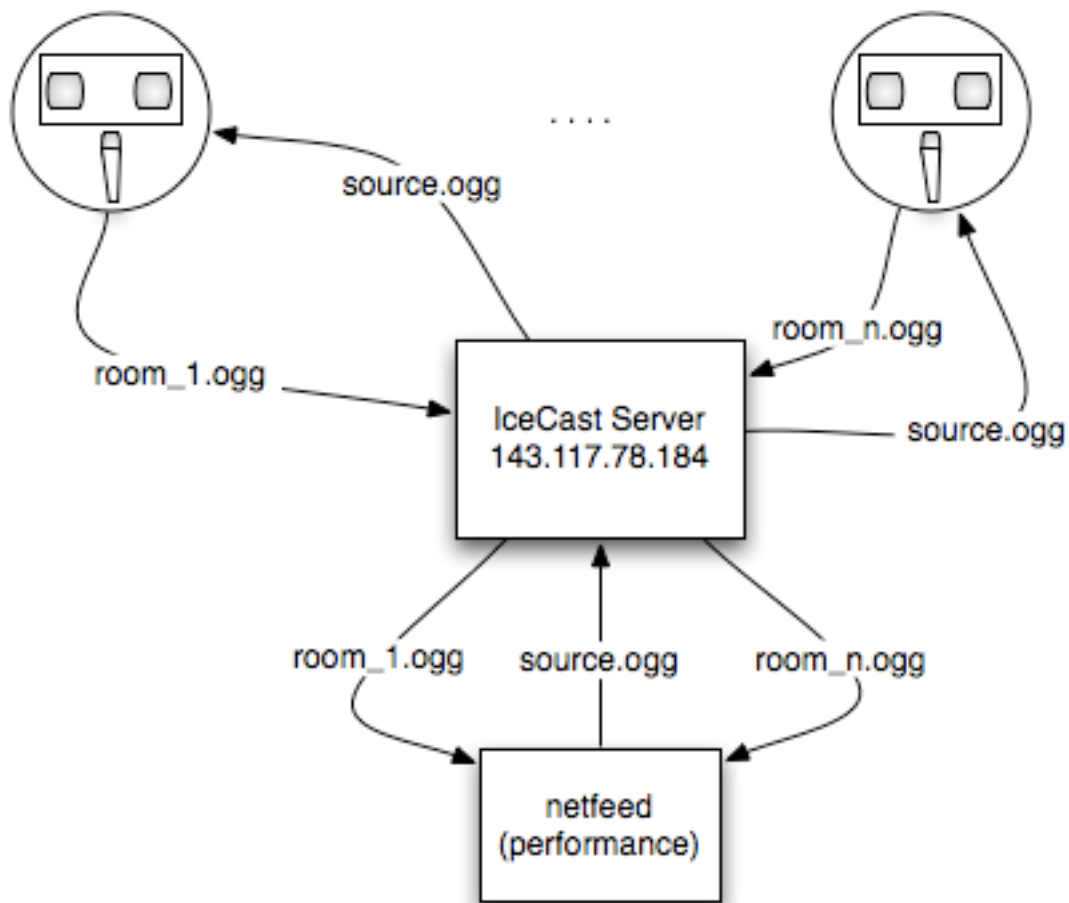
CNMAT, University of California Berkeley

CCRMA

4th April 2008 Stanford, California

CCRMA, Stanford University

### The Diagram



IO Matrix with amplitude control and channel filtering