

Locus Sonus

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[locus sonus > in art](#)

Installation:

A [parabolic microphone](#) has been cable-tied to a drain pipe outside my studio window at the [University of Wollongong](#). Buses, cicadas, theatre majors, and Galahs (*Eolophus roseicapillus*) may be heard with some frequency.

[Locus Sonus](#) streams are basically open-microphones, continually uploading chosen sound environments. Streaming content is produced by a [global](#) community of artists from North America, Europe, Africa, and this site in Australia. All streams may be approached as [playable](#) material. The Locus Sonus group works with other people to set up and maintain the streams, constructing a sonic/human network.

The first version of the installation featured a binaural microphone lashed to a [1.5-meter pole](#). After moving to a new office, I built a parabolic microphone to focus on the insect and bird sounds I heard in the [secluded garden](#) courtyard that I face. An op-shop kitchen bowl scoops sound to a monaural electret condenser microphone, that is routed through a PureData patch.



The Organizers: Locus Sonus is a research group specializing in audio art. The group is based at [École Supérieure d'Art d'Aix-en-Provence](#), and [École Nationale Supérieure d'Art de Nice Villa Arson](#).

They explore and evaluate the innovative and transdisciplinary nature of audio art forms in a lab context. A concern for the communal, collective or multi-user aspects of audio art is central to the practice of Locus Sonus. Two main themes define this research: audio in it's relation to space, and networked audio systems.