

Triptych for Great Basin



“Unheard Sound”

Activate an in-situ object in such a way that the resulting sound is not audible to the activator.

This could take the form of, for example, a rock thrown from a high cliff, or other unique environmental sonic situations.

This could take advantage of sound masking, whereby wind, water, or other elements obscure the activated acoustic.

“Physical Metre”

Pour water down a slope, where the running performer is just able to keep up with the pace of the flow. The footfalls, twists, and struggles to maintain momentum form the percussive body to this piece, while the water acts as tempo.

The piece ends when the water has lost momentum or sunk into the soil.

“Last Dark Sky”

Make preparations such that a late night campsite has only one light source remaining (e.g. fire).

Stare at light source, then quickly put out, while making as much noise as necessary.

Quickly shift focus and stare at sky, while remaining as motionless and still as possible.

Piece may end anytime after performer’s pupils have adjusted fully to this darkness.

Bio:

Luke Munn is a Berlin based artist with a sound and socially focused practice. His work centres around re-activating, and re-presenting real world sound: site-specific performances and projects that often use the architecture of a space, objects from the audience, field recordings of the area, or historically or socially derived audio. His work has featured in the Centre de Cultura Contemporània de Barcelona, Spiel Austria, Laborsonor Berlin, and others - with performances in Paris, Dublin, Chicago, Berlin, Auckland, New York and other cities.

Contact:

Luke Munn

Selchowerstr. 31

Berlin 12049, Germany

www.lukemunn.com

you.arehere.eu