

TONAL LANDSCAPE  
GENERATOR



HIGH-SPEED <sup>A</sup>

32GB

micro  
SD

**Marco Casella**

**/ dossier**



Residency  
project  
@ La Chambre  
Blanche  
/(CA-QC)

**August 7 to September 11, 2017**

185, rue Christophe-Colomb Est  
Quebec, Qc, G1K 3S6

TONAL LANDSCAPE GENERATOR



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# **TONAL LANDSCAPE GENERATOR**

**Tonal landscape generator is a real-space translator.**

**It maps the real space by codifying it and providing data to construct a new representation of reality through its digital form.**

**This device for space-mapping is composed by a microphone and a tuner. The former captures the sounds of the surrounding space and, then, it transfers them to the tuner. The latter, after recognising the sound, translates it and codifies the tune that is related to that frequency.**

**The aim of the device is that of tracing an environment's changes of tune through time, creating a track that can be used to write a staff that will be the "melody" that constitutes an ambient music track.**

**The result will be that of a music album of different environments and places in which the more representative music tracks of the recorded space will be included.**

**The project will develop in a series of steps: from the site inspection in which major source of sound will be identified, to the mapping of space's tune through the device, the writing of the staff and the execution of it and the musical composition .**

/project

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## HOW TO USE

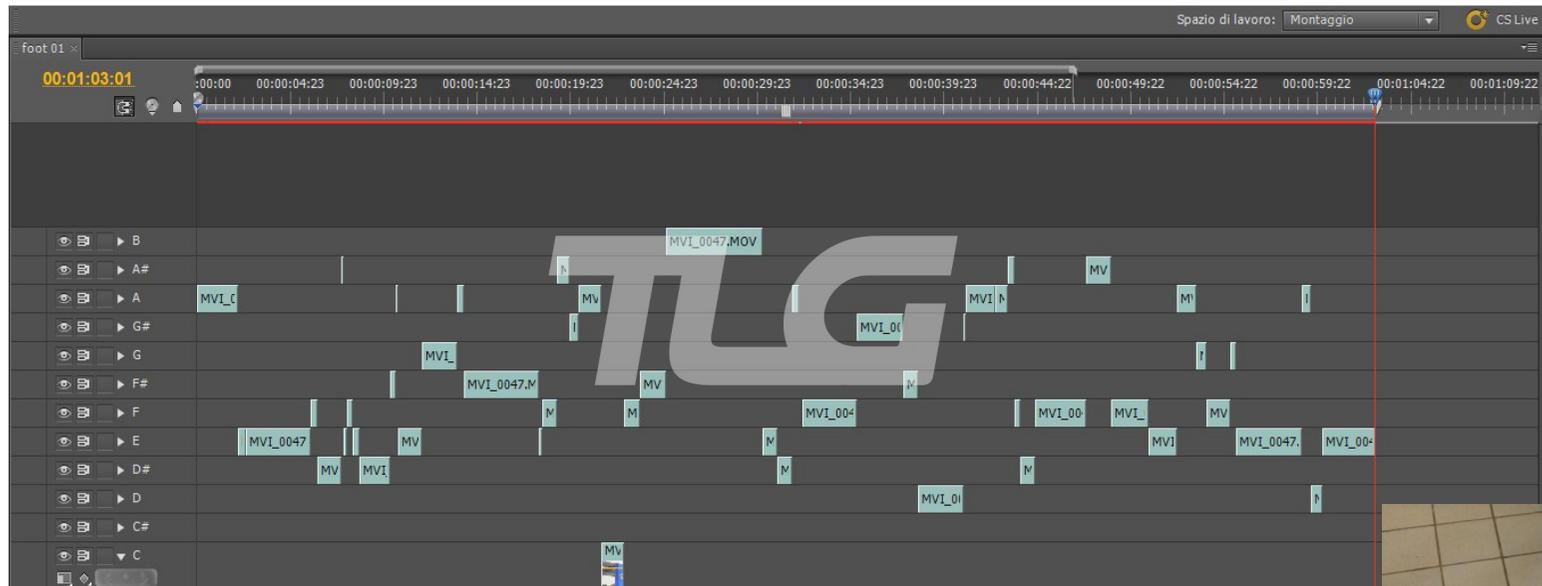
### /PREproduction

- connect the microphone to the *Korg Pitchblack Chromatic Tuner*
- place the device (**TLG**) in the space
- shoot with your video-camera the Tuner's screen

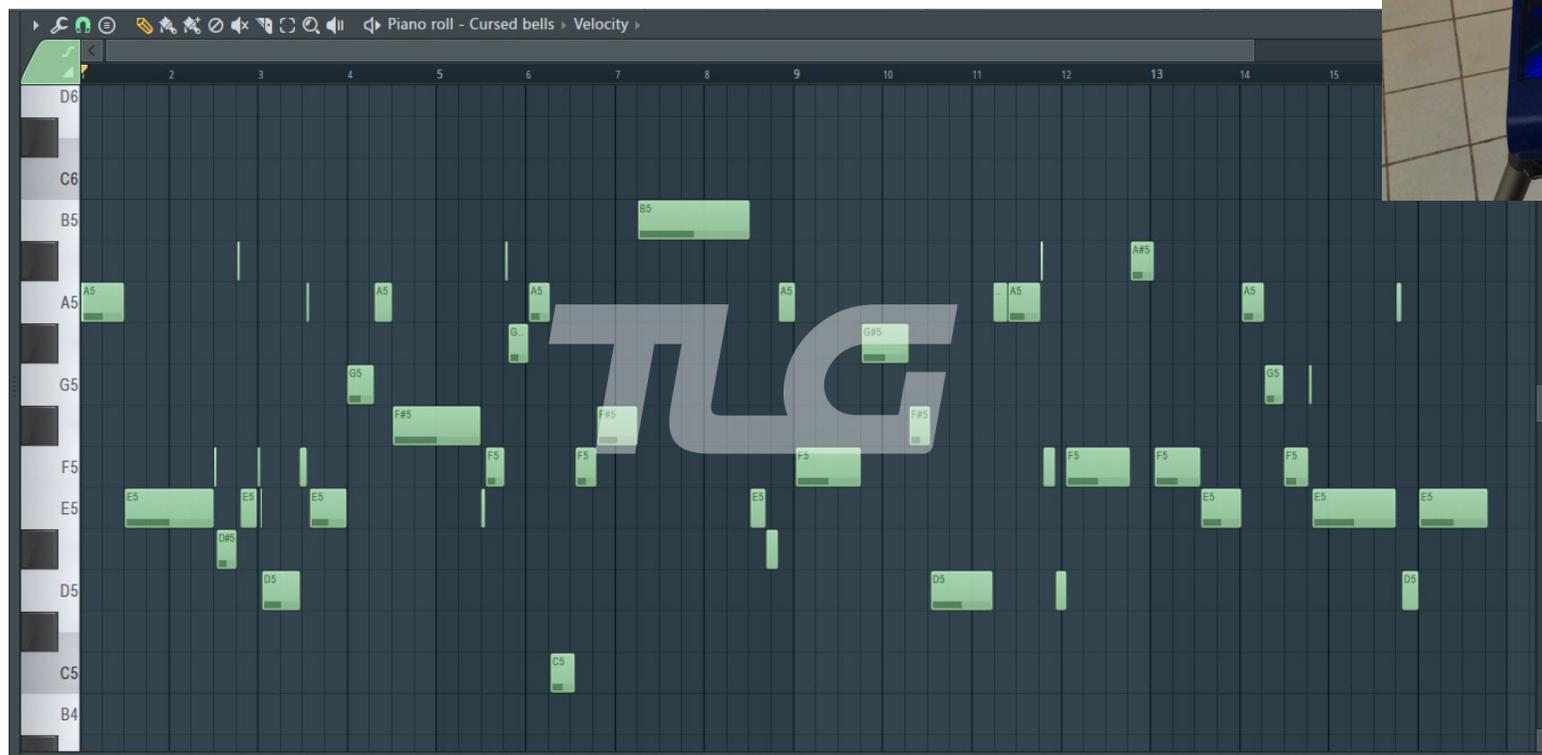
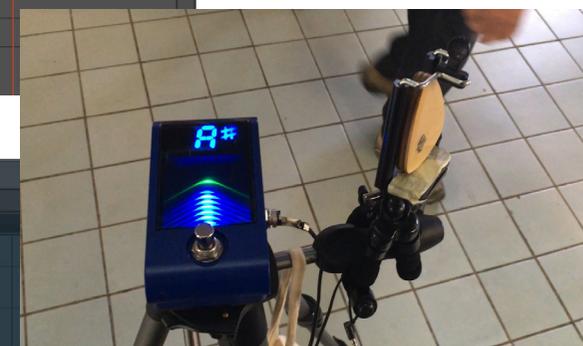
### /POSTproduction

- open your software for video editing (Premier, Final Cut etc.)
- cut the timeline according to the variation of the notes that appear on the Tuner's screen
- open your software for music production (Ableton, Traktor, Logic pro, fl studio etc.)
- copy and paste the timeline video that you made first on music production's software's timeline (piano roll, keyboards).
- choose an instrument and PLAY





a



b

a.  
screenshot  
timeline's Premiere  
Pro

b.  
screenshot  
piano roll-key-  
board's FL Studio

## **MORE**

The project is born out of necessity to find a way, a link, a filter that relatively detaches the artist/operator from subjective representation.

To insert a device between the idea and the object that will create an automation and subjugate the artist's creative act.

Tonal landscape project can be defined as an ambient music generator, a method that crosses the state of arbitration and recognition of the constitutive elements that shapes the work of art.

In this way, the artist is manipulated by the environment in which he finds himself and is forced to follow and translate the traces that the environment produces and not vice versa.

Not only the soundtrack but also the visual apparatus of the place is constructed by its tonal recording of the place.

A coded and fictional visual 'staff' where the images are used in place of musical notes, creating a flow of stretched photographs based on the duration of the note that they represent. Those images represent the place of the source track.

The set of soundtracks creates a new vision of the environment that is crossed by the audience, a sort of new documentation, a new profile of a place.

The artist, thus, came into a deep conflict with the environment and its community, by creating a representation that is informed by its surroundings.

The space becomes both subjects of in-depth analysis and mold that dictate its own characteristics, acting like an executive director or an architect that commands its executioners.



TONAL LANDSCAPE

TONAL LANDSCAPE

GENEVA

GENEVA

# SHOW

The project that has been developed in Quebec is divided into different parts and moments.

The purpose was to create an audio visual installation where the sounds and images were combined, complementing each others, creating a place constantly dominated by a continuous cycle.

The installation was constructed and organised as a showroom / fair stand, to present the device (tonal landscape generator). The overall sound consists of four synchronised audio tracks of different durations, and four different origins, aiming to create precisely a kind of continuous sound space mutation, simulating a real sound space.

The visual part was composed from

- a large projection featuring a looped video showcasing a 3D(digital) representation of the main elements of the tonal landscape generator, located on the front of a blurred background representing the city's places and sources where the tracks has been developed ;

- two printed canvases of well-circumscribed areas: in first one there was the device and a monitor playing a loop video of the "spot" advertising of the displayed object, while, the other area hosted the speakers with audio tracks and a vertical banner.

All the project's materials were developed and shoot on site, Quebec City. The first moment was one of in-depth inspection and exploration of the place, with the aim of

locating the city's main audio and locations: from the tourist districts to the most representative and visceral places crossed by the people. Indeed, the purpose of the tonal landscape project is to provide with a more complete vision and translation of a space, by mixing its various and more emblematic spots in order to create a single, unified spatial space within the exhibition space.

Tonal landscape generator project is a device that aims to an objective and equal vision, without the interpretation of reality. A simulator of sounds and images.

My concept is to intend devices and technology as an inseparable objects from the human being; the idea behind the project is that the artist is a fundamental and structural part of the device, software and hardware. The artist's practice is neither sublimated or overwhelming, but equal and joined together with the technological device.

The tonal landscaping generator is nothing more than an assembly of devices that includes the artist itself, which creates a standard view of a context, an equal format for each site.



[installation view] **TONAL LANDSCAPE GENERATOR** project , La Chambre Blanche, Quebec (CA), 2017



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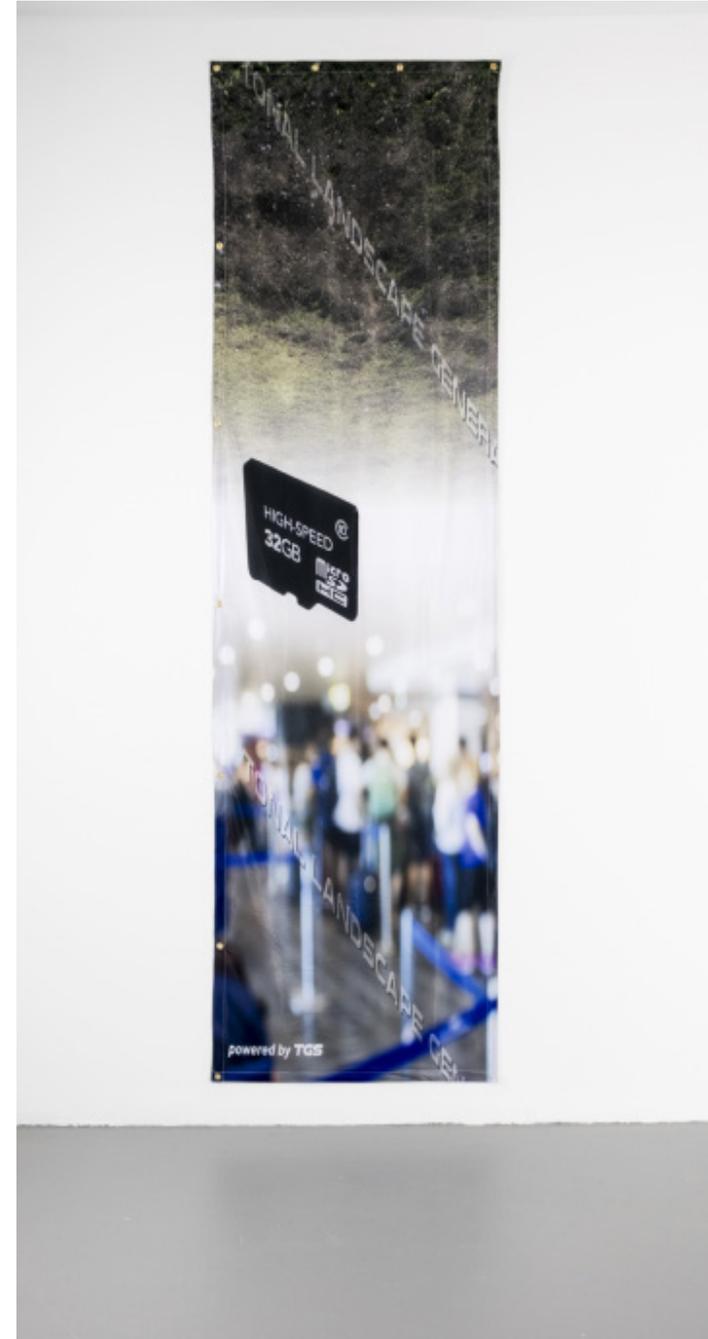


Tonal landscape project is a real-space translator. It maps the real space by

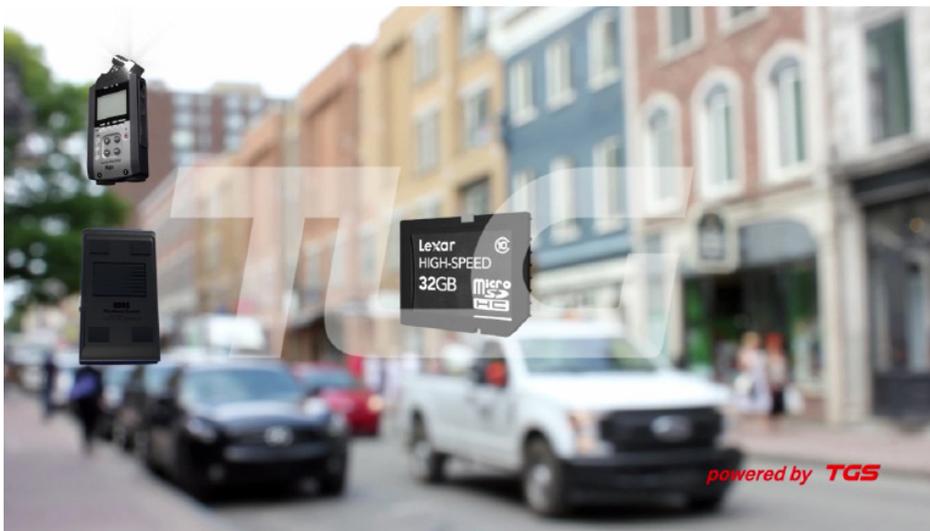
[installation view] **TONAL LANDSCAPE GENERATOR** project  
(details and still from video on monitor), La Chambre Blanche, Quebec (CA), 2017



[installation view] **TONAL LANDSCAPE GENERATOR** project (details), La Chambre Blanche, Quebec (CA), 2017



[installation view] **TONAL LANDSCAPE GENERATOR** project (details), La Chambre Blanche, Quebec (CA), 2017



**TONAL LANDSCAPE GENERATOR** project (still from video projection), La Chambre Blanche, Quebec (CA), 2017

## **CREDITS' PROJECT**

I should like to thank for their cooperation and accomodation

### **La Chambre Blanche's staff**

in particular

FRANÇOIS VALLÉE (Coordinator),  
CAROL-ANN BELZIL-NORMAND (Communication Manager and Archivist),  
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THIERRY GUIBERT (Artist) /(http://thierryguibert.fr/)

(http://www.chambreblanche.qc.ca)

### **RAD'ART project**

ANTON ROCA (http://www.rad-art.org/)

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