

Republic Square Park to the Austin Public Library Central Branch

Writing about the possibility of sound is a constant effort to access the fleeting and ephemeral, that which is barely there and yet influences all there is. Sound is the invisible layer of the world that shows its relationships, actions, and dynamics. To write about it is to write about the formless, the predicative, that which invisibly does what we think we see but which struggles to find a place in articulation while what we think we see slides effortlessly into language in the certain shape of the noun. Sound's grammatical position as the attribute, the adjective and adverb, keeps it on the surface and holds it in a visual paradigm, when in reality its materiality is much more subterranean and mobile.

(Salomé Voegelin, *Sonic Possible Worlds: Hearing the Continuum of Sound 2*)

Sound relates. Sound moves. Sound surrounds. As Voegelin mentions above, sound is fleeting, invisible, but pervasive. Trying to catch hold of it is always a bit besides the point. Despite its ephemerality, how might we still examine and explore sound? Perhaps our task then might be to practice relating, moving, and sounding in ways that sound itself emerges. Studying sound is a hunt.

For today, we will hunt for sound. Our hunt will not look to obtain particular sounds but will instead compel us to learn techniques of surrounding. Oscillating between the onboard microphones as well as the shared external mics, follow these procedures to attune to how sound moves and surrounds us.

Field Recording Scavenger Hunt

- All recordings should be at least 60 seconds
- Take notes of location, sound source, and any descriptive features

Source with low frequencies

- At a distance of more than 1 foot
- At a distance of less than 6 inches
- With a High-Pass Filter Engaged

A Room and an exterior space of your choice

- 1 foot from the ground
- 5 feet from the ground
- In a corner or against a wall

A sound source within a room and exterior space

- 1 foot from source
- 5 feet from source