

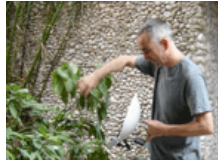
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July 31, 2006

Locus Sonus Audio Streaming Project



OPEN CALL

August 2006 :: This is a call from the French based Audio in art research group **Locus Sonus** to participate in their streamed soundscapes open web-mike project. Open an ogg audio stream from your home or garden (no pre-recorded playlists please) and become a remote member of the Locus Sonus orchestra.

Locus Sonus is a research group specialized in audio art (École Supérieure d'Art d'Aix-en-Provence, École Nationale Supérieure d'Art de Nice Villa Arson). Its objective is to experiment and evaluate the innovative and transdisciplinary nature of audio art forms in a lab-type context. It is also concerned with in the communal, collective or multi-user aspects inherent in many emerging audio practices and which necessitate working as a group. Two main thematics define this research - audio in it's relation to space and networked audio systems.

To participate in this project, contact support[at]locusonus.org :: to listen to the streams already available click [here](#) :: to download a PD patch and start streaming click [here](#) :: to see video documentation of our previous presentations and to find out more about Locus Sonus in general, click [here](#).

NEXT PUBLIC EVENTS

Presentations start from 15th to 30th of August in various performance and installation situations, starting with DIGIT Delaware Delaware Valley Arts Alliance & Roebing Bridge Environmental Arts and LMCC (Lower Manhattan Cultural Council) in partnership with THE THING Inc. (New York) with the support of Étant Donnés, The French-American Fund for Contemporary Art.

Presentations continue in the fall with an installation during the Arborescence festival in Aix-en-Provence, France, and an installation performance at GMEM, Marseille France.

Festival DIGIT: http://www.artsalliancesite.org/programs/digit_06.html
LMCC: <http://www.lmcc.net/>
THE THING: <http://bbs.thing.net/>
Arborescence: http://www.arborescence.org/rubrique.php?id_rubrique=3
GMEM: <http://www.gmem.org/>

TECHNICAL DOC

To Start Streaming You will Need :

- * a PC or Mac dedicated to the stream (an old 450 MHz machine should do).
- * a sound card recognized by your operating system.
- * a microphone (\$3 radioshack mike is fine).
- * streaming software (we propose that you download our [PD patch](#) and [run it](#) using PureData that way you can customize your stream (for OSX, Windows and Linux). We recommend that you use this Hans Christoph Steiner's extended version which includes the necessary ogg vorbis libraries.
- * a high speed internet connection and a network router.

We obtained the good results using the [Dyne:bolic](#) Linux distribution. The advantage being that it's a liveCD (so you don't have to install the system) and that PD and all the necessary externals are already installed. You might run into difficulties if the system doesn't recognize the PCs built in sound card in which case the easiest option is to find an old soundblaster card and deactivate the built-in card in the bios.

It's important for us to get a wide range of soundscapes and social situations, remember that urban sound is pretty similar around the western world so you might want to chose to place your microphone so as to capture interesting or unique aspects of your environment and also to listen to the other current streams to characterize yours.

We are also finding that in most circumstances it is preferable to customize the patch, sometimes a little filtering is all that's needed (as for example: port.ogg) but we've also built a sampling patch which records and plays back recent sound events continually updating its database (as for example: cap15.ogg).

Listen to the [current streams](#).

Posted by jo at July 31, 2006 10:56 AM

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[October 2005](#)

[September 2005](#)

[August 2005](#)

[July 2005](#)

[June 2005](#)

[May 2005](#)

[April 2005](#)

[March 2005](#)

[February 2005](#)

[January 2005](#)

[December 2004](#)

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[October 2004](#)

[September 2004](#)

[August 2004](#)

[July 2004](#)

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[\(97\)Live Cinema](#) [\(10\)Locative](#)

[Media](#) [\(319\)Mobile Art and Culture](#)

[\(435\)Networked Audio](#)

[\(78\)Networked Cinema](#)

[\(48\)Networked Dance](#)

[\(76\)Networked Games](#)

[\(23\)Networked Installation](#)

[\(327\)Networked Live Art](#)

