

***SOUND
SPACES.***

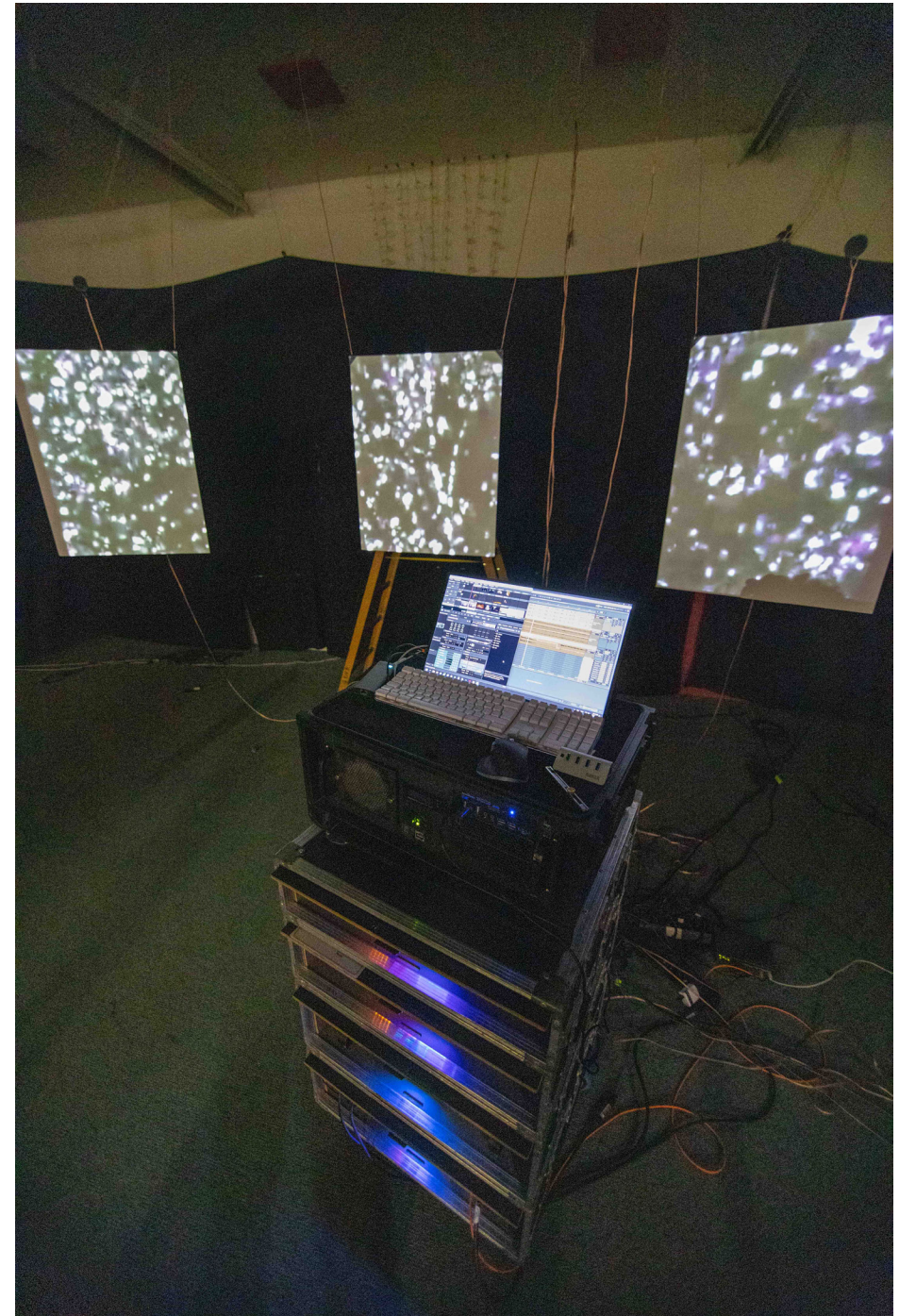
***Pitch-
deck***

LET US EXPLAIN...

SOUND SPACES.

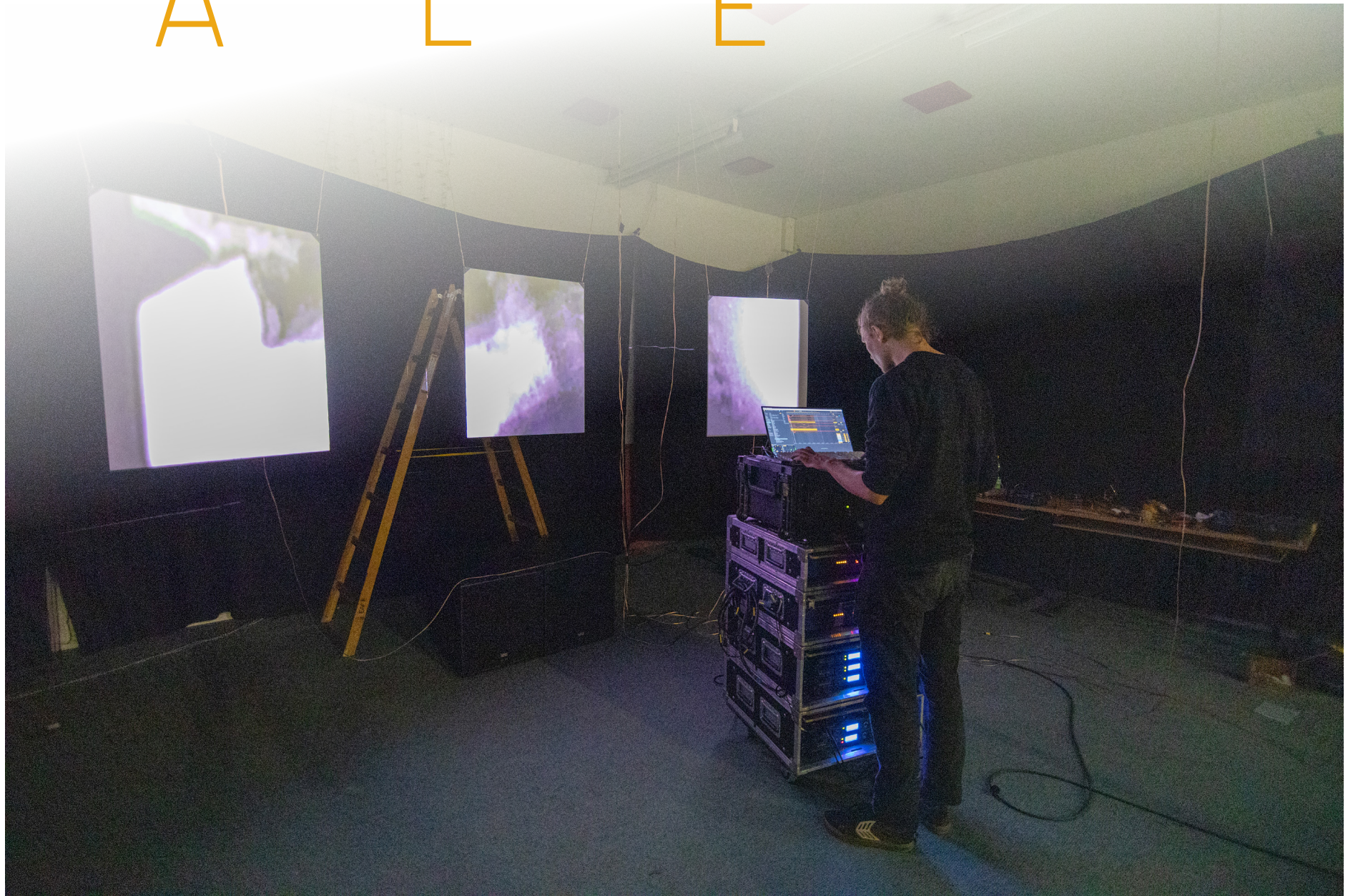
Sound Spaces. A long-dreamed-of project finally finds its realization. To be precise from the start, Sound Spaces is a platform for screening audiovisual media and art. It utilizes exciter drivers to create immersive spatial, and entirely new experiences. That's what our 7.2.1 sound system is all about. The seven exciter drivers are mounted in front of, next to, and behind the listener. For punchy bass lines and the experience of sound pressure in your whole body, the seven exciter drivers are supported by two concert-grade subwoofers, each packing a punch of a whopping 1300 watts. To improve spatial orientation in sound, two planar high-frequency drivers are installed on the front left and front right of the system. With 10 channels, the system competes in the league of cinema audio, with our speakers following the Dolby 7.1 installation scheme.

The speakers, which are actually foam board plates, offer the possibility to project content onto them, thereby onto the speakers directly. This creates a new way to display media and digital art, because for the first time the sound emanates precisely from the location of the visuals. Using three vertically mounted projectors, the front three plates receive different but perfectly matched content. This creates a new, unprecedented relationship between Portrait and Landscape format which can be especially beneficial for music videos. The omnidirectional directivity of the speakers creates an acoustically bigger room feeling than achievable with conventional dynamic loudspeakers. The system itself needs about 5x4m meters of space. The plates are mounted on a hanging wooden frame, which also carries the signal cables for the speakers and projectors. All in all, accompanied by a pixel-driven light show, the installation creates an overwhelming feeling by the simultaneity of the projections and the immersive, surround sound, catering musicians, museums, festivals and multimedia artists.



FIRST TESTS AT

B A L L E



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ARTIST COLLABORATION

SOUND IS MORE.

Collaboration with artists is especially important to us, as the installation is only as good as its content. We are convinced of offering the perfect medium to present many artists' music in a way that makes the listening experience particularly immersive. The project's purpose should be to highlight the high quality of Austrian musicians by adding more spatial depth and visual impressions, while discussing the implementation in close coordination with the artists.

Music and music videos are more than consumer goods. They are expression, they are a mirror of society, they are art; and they should be portrayed as such. The project includes not only the installation itself but also collaboration with artists to appropriately prepare the content of their art.

After meticulously planning the technical and visual aspects of Sound Spaces, we have already tried different drivers, ways of mounting and speaker constellations, to reach the optimal but realizable, final version. Driven by a rack of HiFi Amplifiers, the Styrofoam/Cardboard – Plates, each equipped with 40 watts 4 Ω exciters provide surprisingly high sound pressure levels and a quite uniform frequency range. Mounting the plates directly on the speaker cable makes extra mounting irrelevant, keeping the clean, minimalistic look of the system. Audio processing is handled by a digital front of house console, used as a multichannel USB interface. The video content is processed by a high-performance media server, feeding each vertically mounted projector with an individual video signal while guaranteeing a synchronous, smooth playback. Using specialized software, the images are then mapped to the plates

LOCATIONS

SOUND IS HERE.

SoundSpaces will initiate international collaborations and, with its mobile design, creates the perfect conditions to be set up at diverse locations, allowing local artists to interact with the system and build unique sound/visualscapes. With creative input on the visuals side, it is also suitable for artists who focus solely on sound. However, a holistic approach to the system is particularly effective, as [Gohstsmakemusic](#) demonstrated at the Ars Electronica Festival 2024.

PROTOTYPING

SOUND IS NOW.



ARS ELECTRONICA 2024

Festival for Art, Technology & Society



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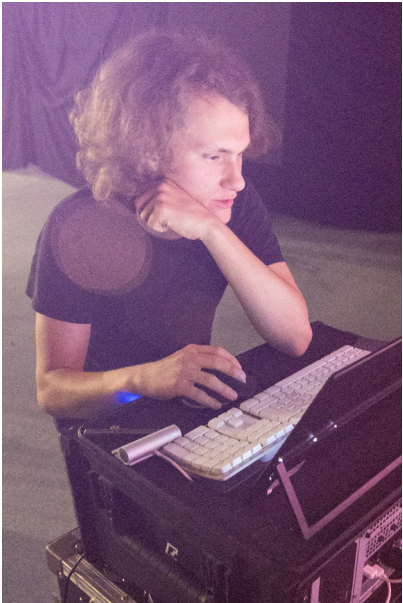
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OUR TEAM!

SOUND IS TEAMWORK.



Jan Knickmann

- knows his shit.

Freelance - Audio technician out of passion

Responsible for system tuning (the good sound of the records) and for getting the audio from the media server into the system.

Emil Steixner

Video technician -

Maker with a knack for sound installations -

Emil designs, coordinates, and builds the sound system, with input from Jan. Sync is his keyword, as all 11 speakers must be precisely synchronized, working together and with the projection. This is ensured by a high-performance media server with enough I/O for such complex applications.

