Electronic Sound Sculpture Building

Find it – Play it

In 2023, Boris Allenou is proposing to explore the creation of several small scale electronic sound sculptures and sounding objects from repurposed items and materials.

During a series of workshops, participants would come together to collaborate and experiment with different materials, electronics, and sound components to design and construct unique sculptures and objects. This process can involve repurposing everyday items such as discarded electronics, household objects, or industrial materials to give them new life and create intriguing sound experiences.

The goal of the workshops would be to encourage participants to think outside the box and explore unconventional approaches to sound creation and sculpture. This can involve combining elements like circuitry, sensors, amplifiers, speakers, and various other components to produce unique and interactive audiovisual installations.
Once the workshops are completed, the culmination of the project would be an exhibition where the created sculptures and sounding objects are displayed for the public to experience and interact with. This exhibition could be a platform to showcase the participants' creativity and the possibilities of repurposing materials to create art.
Overall, this project aims to bring together individuals interested in art, technology, and sound to collaborate on a weird and ambitious exhibition that pushes the boundaries of creativity and repurposing. It promises to be an exciting opportunity for participants to explore new artistic expressions and engage with the public through their innovative sound sculptures and objects

First, participants will engage in a comprehensive learning process that encompasses the control of various types of motors, pumps, fans, and solenoids using Microcontrollers such as Arduino boards. They will also become familiar with motor control drivers, the Arduino coding environment, Pure Data coding environment, and essential electronic tools.

Following this learning phase, participants will embark on an exciting journey of exploration. They will gather different objects, ranging from everyday items to natural elements to even intriguing discoveries found on the streets. Leveraging their newfound knowledge of Arduino-based electronic devices, participants will breathe life into these objects, endowing them with the ability to rotate, tap, scratch, bang, zwing, move, and more.

By creatively combining these electronically enhanced objects, participants will collaboratively craft an ensemble of captivating sounding sculptures. These sculptures will serve as the centerpiece of an upcoming exhibition hosted in a gallery, a museum, a school or any other type of space.
Visitors to the exhibition will be immersed in a world where ordinary objects transform into extraordinary sources of sound and visual fascination.

Throughout this process, participants will have the opportunity to unleash their artistic expressions, experiment with unconventional techniques, and push the boundaries of what is considered possible in the realm of sound art. The exhibition will provide a platform for showcasing the collective creativity and ingenuity that emerges from the workshops, captivating audiences with the harmonious blend of repurposed materials, electronic control, and innovative sonic aesthetics.

These workshops draw direct inspiration from three exceptional sound artist:
Rie Nakajima
Pierre Berthet
Frederic Le Junter
Matthew Steinke

As well as a former project called *Dynamis*

And these AI generated pictures: