

## **Slow Burn In Perpetuity: Music from the Room of Eternal Madrigals (Web Realization)**

An ever-changing (potentially infinite) generative live electronic audiovisual stream in which the sound and visual materials take turns in framing and contextualising each other as the attention of the viewer/auditor oscillates between modalities. For best results, use headphones or speakers with brightness of the screen on your device set to full.

The materials:

A variety of simple probability processes continually select and trigger playback from a playlists consisting of several hundred one second excerpts from the madrigals of Carlo Gesualdo. When an excerpt is selected for playback the amplitude of its playback is altered to match the amplitude envelope of a different excerpt. The results of the probability selection process and the envelope-following are then reverberated with impulse responses — ranging between 7 and 18 seconds — generated from the same madrigals. Thus the pitch, timber, and temporality of the one second clips are filtered by the characteristic of the impulses, as they would be if played into a physical room, only this virtual room is constructed from dynamic musical materials rather than from physical materials. Across this sound world, a variety of automated voices randomly interject and read ancient texts. These interjections are also reverberated by the impulse responses generated from the madrigals. The result is a strange otherworldly auto-reverberating sonic counterpoint.

At the same a triptych consisting of three videos showing a kinetic sound sculpture — based on a Candle Clock — are subjected to various colour filters and alterations in playback speed. As the candle burns the time-markers embedded into it fall onto a metal plate or glass holder and sound, thus providing a bridge between the worlds of the video and that of the other audio materials.

Occasionally, as the candle burns, the screws embedded into the candle fall onto a metal plate and sound, thus providing a bridge between the worlds of the video and that of the other audio materials. At other times the screws twist and turn embedding themselves further into the candle.

All of the audio and visual materials are placed so as to assure that the morphology of the work is one of constant evolution, generating an infinite number of juxtapositions of materials while maintaining an appreciable structural cohesion.

Sound: Eoin Callery

Video: Eoin Callery and Jelena Perišić

Sculpture: Eoin Callery

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For more technical details about auto-reverberation please see here: <https://www.aes.org/e-lib/browse.cfm?elib=21503> and here: <https://vimeo.com/630334080/99c8f55b5f>