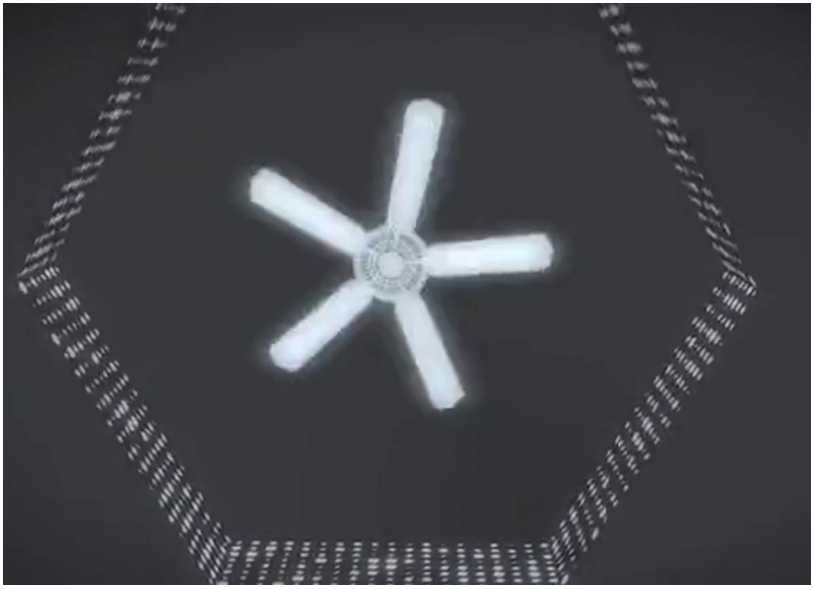


Fig.208 Screenshot of an animation I made to simulate the fan reproducing the wind values. Initially the sound was made by myself blowing in a microphone at different intensities. Later my oldest son managed to build a small program to simulate it. My ultimate intention is that of reproducing the wind using an actual fan copped to a microprocessor.

WIND 04

The record of the various intensities I have detected in the wind is to be conceived among my other acoustic works. In fact this work is meant to interplay with other acoustic works such as the lyrics, the heart-beats and the reciting of casualties. It is meant to act as a background noise to the other works creating a constant interference to them with only seldom moments of peace when there is in fact no wind to be reproduced. Given that this record of wind intensities should be replayed by a large fan hanging down the ceiling of my memory theater, the artificial wind that is generated also come to interfere with the more visual works of the project. If it doesn't literally interfere with them it interferes with the actual experience a visitor might get of them. While walking around the theater visitors are going to feel the wind blowing against them. In this sense then this work engages with all the senses of the visitor. The wind itself when experienced outdoors is an overpowering force going as far as taking the breath away. Within the theater too its presence can be dominant. In this sense then my memory theater is not yet another safe environment like one of the many museums built in a modern city. It exposes people and give them constant discomfort to awake them from their numbness.