

Violent Grains of Silence

Release project by Julien Bayle

Abstract

Violent Grains of Silence is a sound record release project based on the post-processing of 2 hours of silence recorded in very hi-quality in the anechoic room of the Mechanical & Acoustic Research Lab LMA-CNRS in France. These 2 hours have been cut into 10 very specific length pieces and sent into the complex machinery of Eurorack modular system of the artist. He used the silence in many ways, amplifying the signal to reach harsh noise level, used the result to influence some pre-existing continua generated by using oscillators, re-synthesized signal by using granular synthesis with the harsh noise coming from the pieces of silence themselves. From the silence as an influence to the silence as result, Violent Grains of Silence addresses the concept of the impossibility of making the silence itself and the human observing coexisting. The observer changing the observation, the listener changing the sound as the new principle of uncertainty is the underlying concept. The silence doesn't exist.

Description

During 2 weeks, Julien Bayle recorded sounds starting 3 different projects in the anechoic room of the Mechanical & Acoustic Research Lab LMA-CNRS in France. During this very first art residence in the new location of the Lab, Bayle recorded 2 hours of silence in this 17dB place. The sound is not reverberating and the place is very isolated from the outside too, making it one of the quietest place in the world. He also recorded audio feedback loop at very high volume level and also recorded material as a tribute to Alvin Lucier « I'm not sitting in the room », but using the opposite concept and doing it in the same place and in a non-reverberating place at each new iteration.

These 2 hours of silence have been recorded in 48kHz and 32bit quality using 2 microphones in the center of the room, and oriented each other to an angle of 90° degrees. The room has been closed completely and the process of recording occurred in the middle of the day.

Julien Bayle got a specific relationship with silence in his personal life and he linked specific events occurred in 2016 with each track specifically. He used the date of each 10 events and converted it into a time duration. For instance, the 5th August 2016, 05/08/2016 in french notation, became 5,082016. 5,082016 have been converted in min:sec notation and finally became 5 minutes and 4 seconds, which is the duration of the 5th track of the piece.

Silence is used as a sound matter. Amplified, his silence sounds like pink noise. Bayle used it as it is and we can hear the noise bursted in some part of some tracks.

But the artist mainly used these silent matter as a modulator, a source of disturbance.

In some tracks, Bayle keeps going his research about continuum and how this latter can be disturbed in real-time. For instance, some thick sound textures create a tension in the sound space and we can hear some subtle modification of the global frequency, of the global pitch. These variations are induced by the amplified silence itself. This emerging noise progressively influences and contaminates the continuum for creating some space for a new chaos emergence.

In other tracks, the artist uses the emerging noise as a source of triggering. This is the essence of discretizing (in the sense of *making sporadic & discrete something that was continuous before*) a sound textures. Using his tools, he processes the emerging noise for making it only popping out some pulses. Each pulse is then used to trigger some sounds, or even and again, some modifications within the underlying textures.

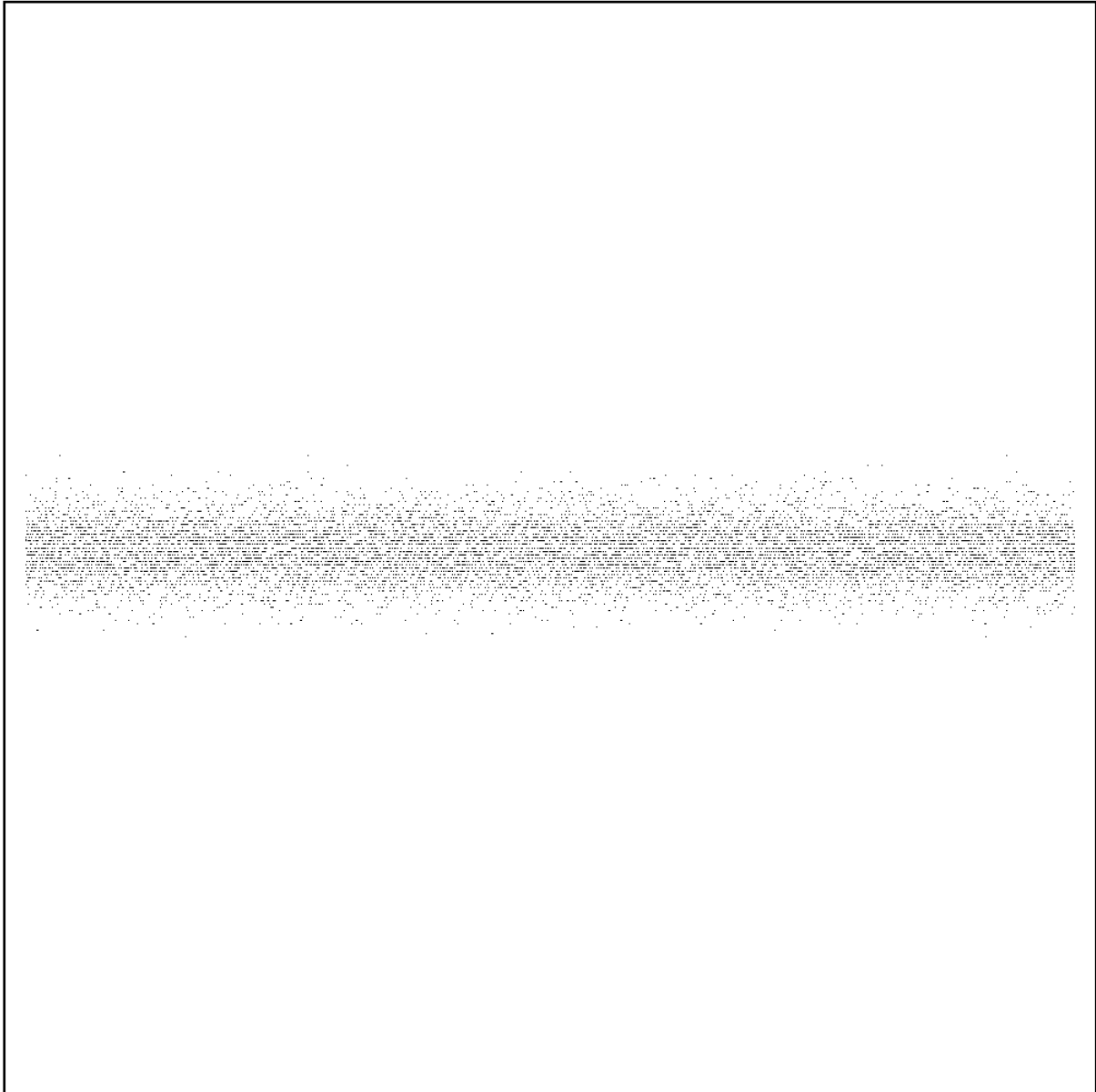
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Cover project

This cover is a prototype. An algorithm designed by the artist, has extracted some parameters of the silence recording and has displayed it as traces on the paper. It is also possible to make a very unique print series, like a limited edition. We can have it printed for free in very hi-res and it could be 1 per copy, for instance.



Biography

Julien Bayle is a multidisciplinary and independent artist based in France and working at the juncture of sound & visual.

He merges visual art, music composition, physical approach of sound art and data visualization by creating advanced programmed installations and audio/visual live performances.

He tries to address the question of disrupted continuum, interferences and representation of concepts by using physics of sound and error/artifact magnification.

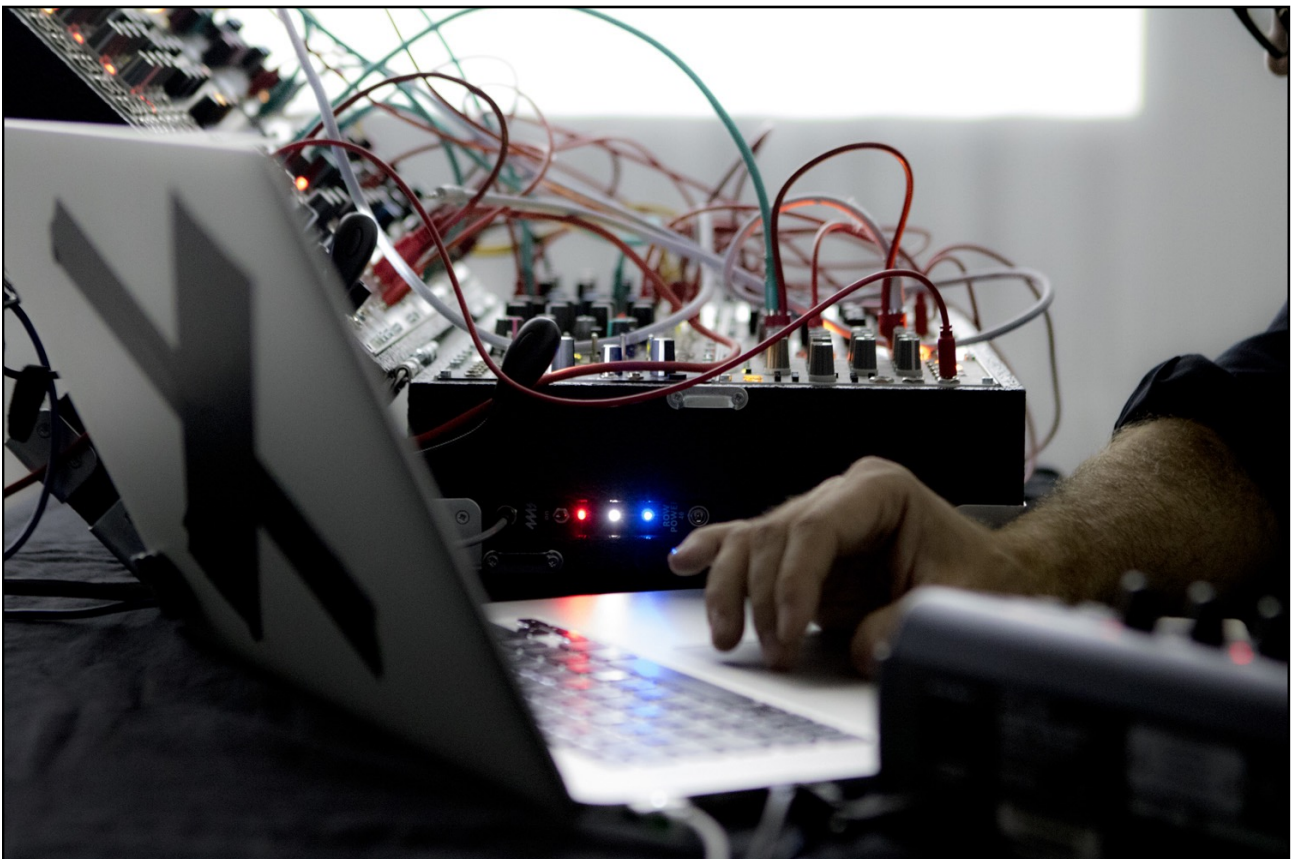
His work is based on both experimentations and programming, using concepts of complexity and chaos as guidelines.

He depicts a world saturated by meaningless informations , societies complexity through a positive-nihilist kind of deconstruction of processes, structures and results.

He performed his audio-visual live performances in international festivals like ELEKTRA in Canada, or sound:frame in Austria and exhibited his work in galleries in Europe. He's also a art teacher and he provides advanced technical courses about the place of technology in new media creation, invited by different art schools in Europe.

He co-leads the *Bordille Records* art label with François Larini, works closely with & records for Canadian imprint *Yatra Arts* and is also part of *SHAPE Network* during 2016.

Julien Bayle's live performances and workshop bookings are handled by thisispersona.com



Installations / Exhibitions

2016 · FRACT · Museum of Transitory Art · Ljubljana, SL
2015 · Uncommon Circles at All Of Us Have A Sense Of Rhythm · David Roberts Art Foundation · London, UK
2015 · Random Marseille · Bibliothèque de l'Alcazar, Théâtre National de la Criée, FR
2015 · Electronic Cities / utopia · Galerie Karima Celestin, FR
2014 · signal.interrupt · Galerie Karima Celestin, FR
2014 · Disrupt!on · The Enclave, UK
2013 · Project 1111 · Creative Technology Live, UK

Releases

2016 · interstices (live recording) · Yatra Arts
2016 · Void Propagate · Éter Lab
2016 · Inner · Bordille Records
2016 · ALPHA (live recording 15.05.15) · Bordille Records
2015 · Uncommon Circles (reedit) · Bordille Records
2014 · Gap EP · Yatra Arts
2013 · Uncommon Circles · Bitsquare Records
2013 · Digital Organisms (live) · Bitsquare Records
2012 · Ambient atmosphere on Air (live) · Bitsquare Records
2012 · Online Patterns (live) · Bitsquare Records
2012 · Bits trilogy · Bitsquare Records
2011 · Dark Electronic Ondulations · Bitsquare Records
2011 · Parts · Bitsquare Records

Live performances

2016 · STRUCT (Fond Régional d'Art Contemporain PACA), FR
2016 · ALPHA (DAVE Festival), FR, UKR
2016 · SIG.TERM (Todays Art), Netherlands
2016 · SIG.INT (Elektra, IX Symposium), Canada
2016 · ALPHA (Biennale NEMO, Sensimo Festival, DAVE Festival, SPEKTRUM), FR, UKR, DE
2015 · ALPHA (Mirage festival, Sound:Frame festival, Elektra, David Roberts Art Foundation, Transient Festival, Day for Night), FR & Austria & Canada & UK & US
2014 · ALPHA (Scopitone Festival, RIAM Festival), FR
2014 · Disrupt!on, Nouveau Musée National de Monaco
2013 · Digital Organisms · Norberg Festival, Sweden
2013 · Digital Organisms · Festival TLN, FR
2013 · Horror Vacui · Störung Festival, Spain
2012 · Waves · Störung Festival, Spain
2012 · Uncanny · Pecha Kucha, FR

2012 · Cold Beats · M4_u festival, UK
2012 · Noise Atmosphere · Interact Gallery, UK
2011 · Several live performances, FR
2010 · In/Out Festival, USA
2010 · Flow/SHARE event, USA
2010 · Codelab Festival, FR

Lectures

2016 · Sound & architectural space (SONICA), Ljubljana, SL
2016 · Modular System and space / Analysis, ambisonic spatialization & visual representation of sound (IX Symposium), Canada
2016 · Sound art residency at EMS Stockholm, Sweden
2015 · One full week inside Max7 at ESADMM, Marseille, FR
2015 · Le son visualisé at Mirage Festival #3, Lyon, FR
2014 · Lecture about data/sound/visual at École Nationale Supérieure de Photographie, FR
2014 · Short Lecture about Disrupt!on · Nouveau Musée National de Monaco
2013 · Generative Art Workshop · ESADMM, FR
2013 · Next Generation Creative Tool · Culture Tech Festival, UK
2013 · Approaches of A/V Live performances · Norberg Festival, Sweden
2013 · Official demo of PUSH controller for Ableton, France
2012 · Live performances with Max6 · Creative Technology Live, UK
2011 · Designing audio softwares with Max6, France
2010 · Designing hardware controllers, France & USA