



"Ghost Forest"

A sound installation by Francisco López

Curated by Jesús de la Peña

Forests are natural acousmatic environments. The typical intricacy of their structure amplifies the conditions for multi-layered -and sometimes quite complex- sonic phenomena whose sources can hardly be seen. In many cases they also sonically manifest as three-dimensional constellations of small point sources generated by insects and birds, moving through the canopy and the undergrowth of the arboreal vegetation.

"Ghost Forest" is a compositional transposition of a multitude of original recordings, made in diverse forests all over the world. With the aim of creating an crisp three-dimensional, subtly immersive environment, the original captured "reality" has been evolved through extreme filtering. This process has been carried out to reveal a high frequency, ghostly spectrum of frequencies of the transposed forest environments.

The different "spectral" sonic layers are automatically mixed live in the space (in ever-changing combinations) through a special sound system specially designed for this installation, with an array of small speakers spread out in the space. These sounds have been thoroughly worked in the studio as an automatic composition, both for the this specific speaker sound system used and for the actual exhibition space.

Original environmental sound matter recorded at multiple locations in Australia, Borneo, Brazil, Burma, Cambodia, Canada, Costa Rica, France, Greece, Japan, Senegal, and the USA between 1990 and 2013. Created at "mobile messor" (Amsterdam, Besançon, The Hague, Barcelona, Madrid, Murcia) in 2011-14.

"Ghost Forest" is a sound piece-installation in constant evolution, with a character that is not only "site-specific" (relative to the actual presentation space) but also "media-specific" (relative to the specific features of the media for its presentation). The diverse mutations it has experienced are the outcome of the sensibility, adaptability and creative response to the marked (and crucial) differences and peculiarities of each space-media situation. In each manifestation of this piece, the number, type, organization and distribution of speakers, as well as the studio work on the sound materials, are relative (and adapted) to those space-media conditions. Since the piece operates, among other elements, with sound reflections and their mix in the actual space, it not only adapts to the different circumstances, but is also the intentional and explicit result of the characteristics of each one of the space-media.

Previous realizations of "Ghost Forest":

(1) ***Ghost Forest - Besançon (France) 2011***

Outdoors in a forest in Besançon (France) for the event "Back to the Trees".

<http://www.backtothetrees.fr>

(2) ***Ghost Forest - Barcelona (Spain) 2012***

In the indoor main space of the Mies van der Rohe Pavilion in Barcelona (Spain), for the Sónar Festival 2012.

http://www.sonar.es/en/2012/pg/sonarextra_92

(3) ***Ghost Forest - Amsterdam (Holland) 2013***

In the GlazenHuis Pavilion of Amstel Park in Amsterdam.

<http://zone2source.net>

(4) ***Ghost Forest - Arlington (USA) 2014***

At Artisphere's Terrace Gallery in Arlington (VA, USA).

<http://www.artisphere.com>



Ghost Forest - Besançon (France) 2011

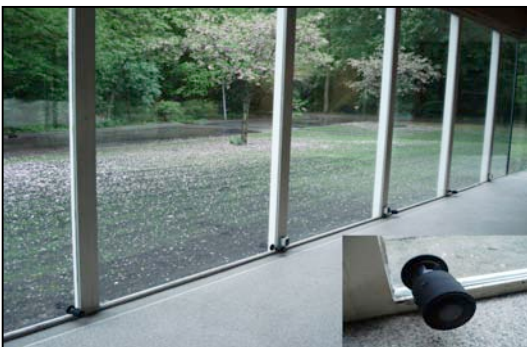
Installation based on 40 small battery-powered speakers driven by 20 battery-powered small WAV audio players, housed in covered boxes. Presented only in the dark of the night (array in the picture not visible for the public).

Micro-immersive environment, with ever-changing automatic combinations of very subtle sounds/frequencies, designed for one person at a time.



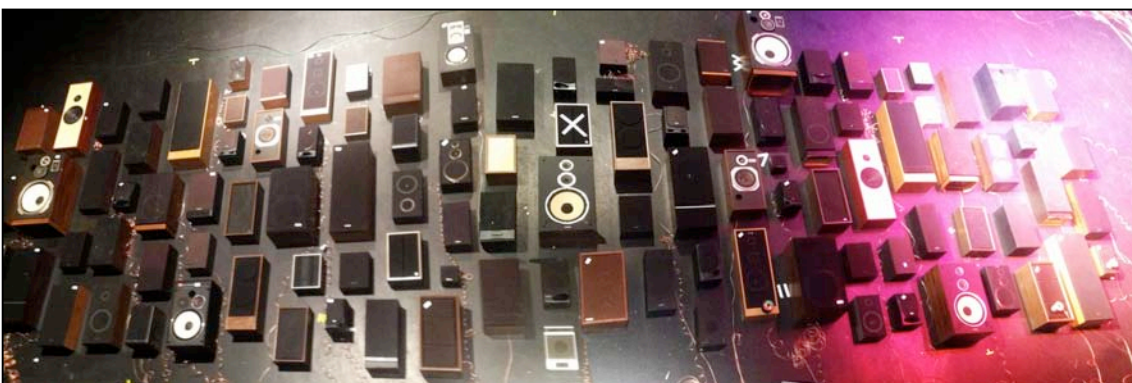
Ghost Forest - Barcelona (Spain) 2012

Version of the installation based on 198 speakers (organized in 18 x 5.1 sound systems) driven by 18 small WAV audio players. All speakers and players hidden right underneath the hollow floor of the pavilion (thus completely invisible for the public). De-localized sound fed into space through line floor cracks and reflecting in glass, marble and metal materials of the space interior.



Ghost Forest - Amsterdam (Holland) 2013

Installation version based on 16 vibration speaker-transducers-players attached with suction cups to the glass panels-walls of the Glazen Huis Pavilion in Amstel Park. High frequency reflections on glass all around the indoor space of the pavilion.



Ghost Forest - Arlington (USA) 2014

Installation version based on a wall of 36 active speakers designed by sound artist John Henry Blatter. Exhibited as part of the exhibition "Fermata", with sound pieces by a group of international sound artists.



Francisco López is internationally recognized as one of the main figures on the stage of sound art and experimental music. His experience in the field of sound creation and work with environmental recordings covers a period of more than 30 years, during which he has developed an impressive sound universe that is completely personal and iconoclastic and based on profound listening to the world. He has performed hundreds of concerts, projects with field recordings and sound installations in 70 countries all over the world, including the main international festivals and museums, such as: International Expo Zaragoza 2008 (Spain), Festival des Arts (Brussels), Darwin Fringe Festival (Darwin, Australia), PS1 Contemporary Art Center (New York), Museum of Modern Art (Paris), International Film Festival (Rotterdam), Institute of Contemporary Art

(London), Museum of Modern Art of Buenos Aires, Museum of Contemporary Art of Barcelona, Center of Contemporary Art (Kita-Kyushu, Japan), etc. His extensive catalogue of sound pieces (with live and studio collaborations with more than 150 international artists) has been published by more than 300 recording companies all over the world. He has been awarded four times with honorary mentions at the competition of Ars Electronica Festival (Linz) and is the recipient of the Quartz Award 2010 (Paris) for best sound anthology.

<http://www.franciscolopez.net>