

STRAEBEL, VOLKER

IMAGINE

zine.mex

///

KATEGORIEN

Straebel, Volker

zine.mex

In an acoustically active environment, neither silent nor loud: listen. – Imagine all the sounds you hear being present at the same time. Being present for the imagination and being impossible to perceive for the ear.

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ORDER

zine.mex

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KATEGORIEN

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zine.mex

In an acoustically active environment, neither silent nor loud: listen. – Imagine the sounds you hear in a different order. How does the order change the way you experience the single sounds? Which category you choose the determine the order? Increase, decrease or constant change of dynamics, liveliness, beauty?

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MEMORY, A SOUND

zine.mex

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zine.mex

In a silent environment: imagine a sound. How did you do it? Did you create a sound by imagination or did you reproduce a sound from your memory, a sound you've had heard before?

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LOUD AND NOISY

zine.mex

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In a loud and noisy environment: imagine silence. How did you do it? Did you create a silence in your mind regardless what your ears perceived while doing so? Or did you listen to the environment, thinking of each sound you've heard as not being present?

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ABAB

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Sound – an inference system A is sound with respect to another system B if A can only reach conclusions which are true in B.

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UND – WORT

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Sound – worthy of confidence: trustworthy.

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FREE FROM

zine.mex

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Sound – free from moral defect; upright.

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D - T

zine.mex

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zine.mex

Sound – the distance over which something can be heard: within sound of my voice.

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DEFECT, DECAY, OR DAMAGE

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Sound – free from defect, decay, or damage; in good condition; free from disease or injury.

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D – A

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Sound – a mental impression; an implication: didn't like the sound of the invitation.

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DIS

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To face the music – to meet any disagreeable necessity without flinching.

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VOLUTA MUSICA)

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Music shell – a handsomely coloured marine gastropod shell (*Voluta musica*) found in the East Indies; so called because the colour markings often resemble printed music. Sometimes applied to other shells similarly marked.

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GAME

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Magic music – a game in which a person is guided in finding a hidden article, or in doing a specific art required, by music which is made more loud or rapid as he approaches success, and slower as he recedes.

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Volker Straebel



ZINE.MEX

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