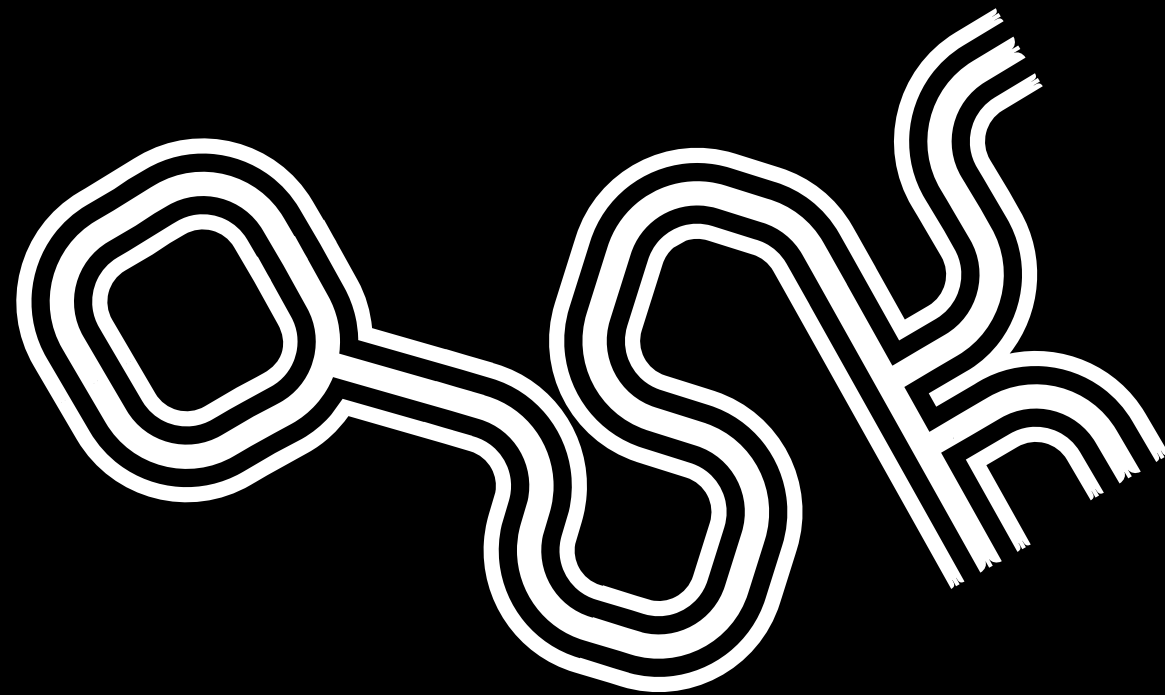


# Offener Schaltkreis

An Interactive Sound Installation



By Christoph Haag, Martin Rumori, Franziska  
Windisch and Ludwig Zeller

<http://osk.openkhm.de>



**Kunsthochschule für Medien Köln**  
**Academy of Media Arts**  
**École Supérieure des Arts et Médias**

Video





Academy of Media Arts (KHM)

# OSFA

- Open Source for Arts (formerly known as Open Source for Audio)
- seminar series at Klanglabor (sound lab) at KHM
- e. g. UNIX basics, Linux install parties, workshops: pd,
- supercollider, open lab sessions
- summer term 2006, OSFA lab: → OSK (OffenerSchaltkreis)

# OSFA



Workshop with Frank Barknecht at Klanglabor, KHM

Design “Offener Schaltkreis”

- audio displays for an exhibition about architecture, urbanism
- reflect the theme of the exhibition in functions of the displays

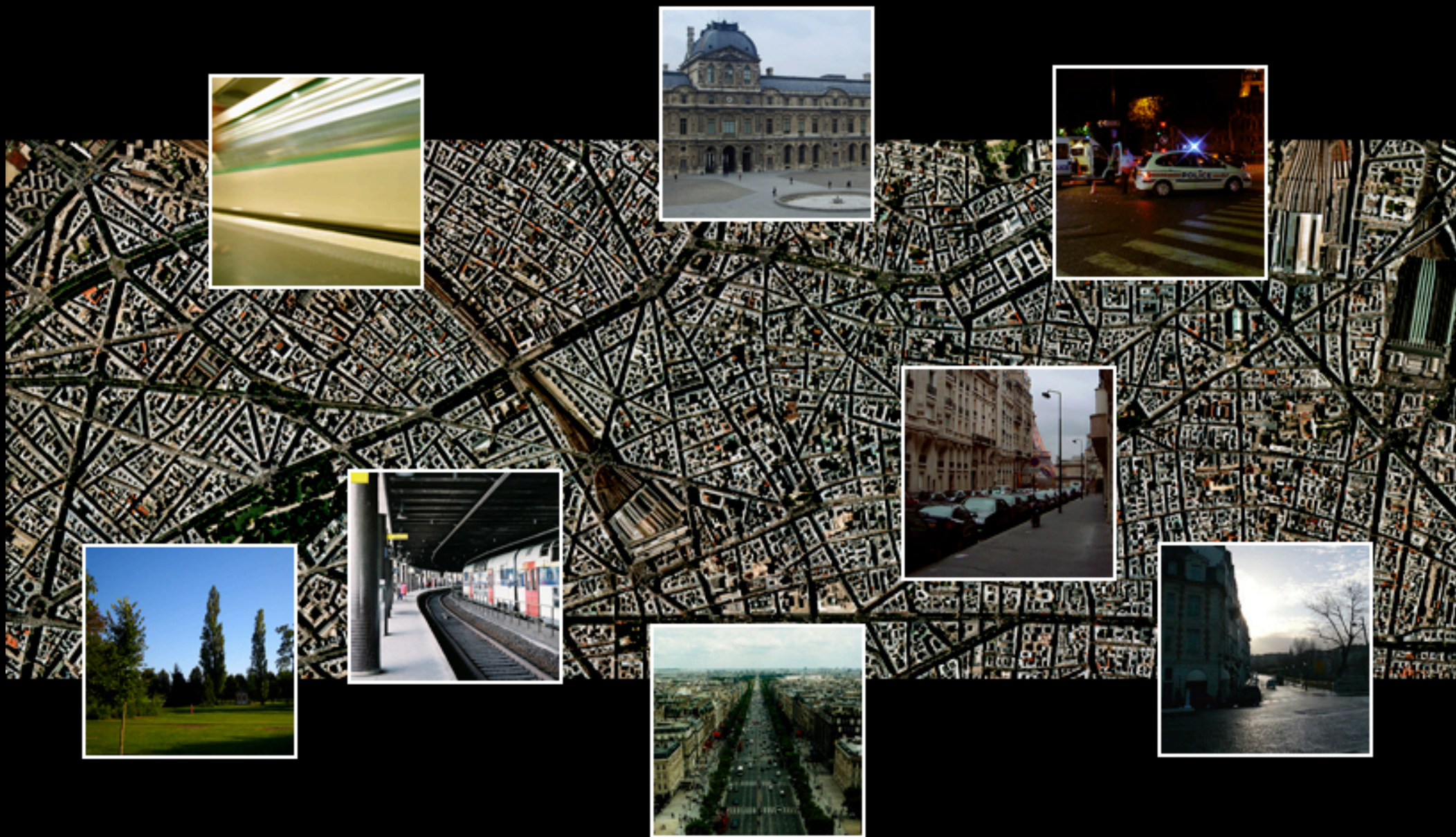
# the micropolitics of urban space

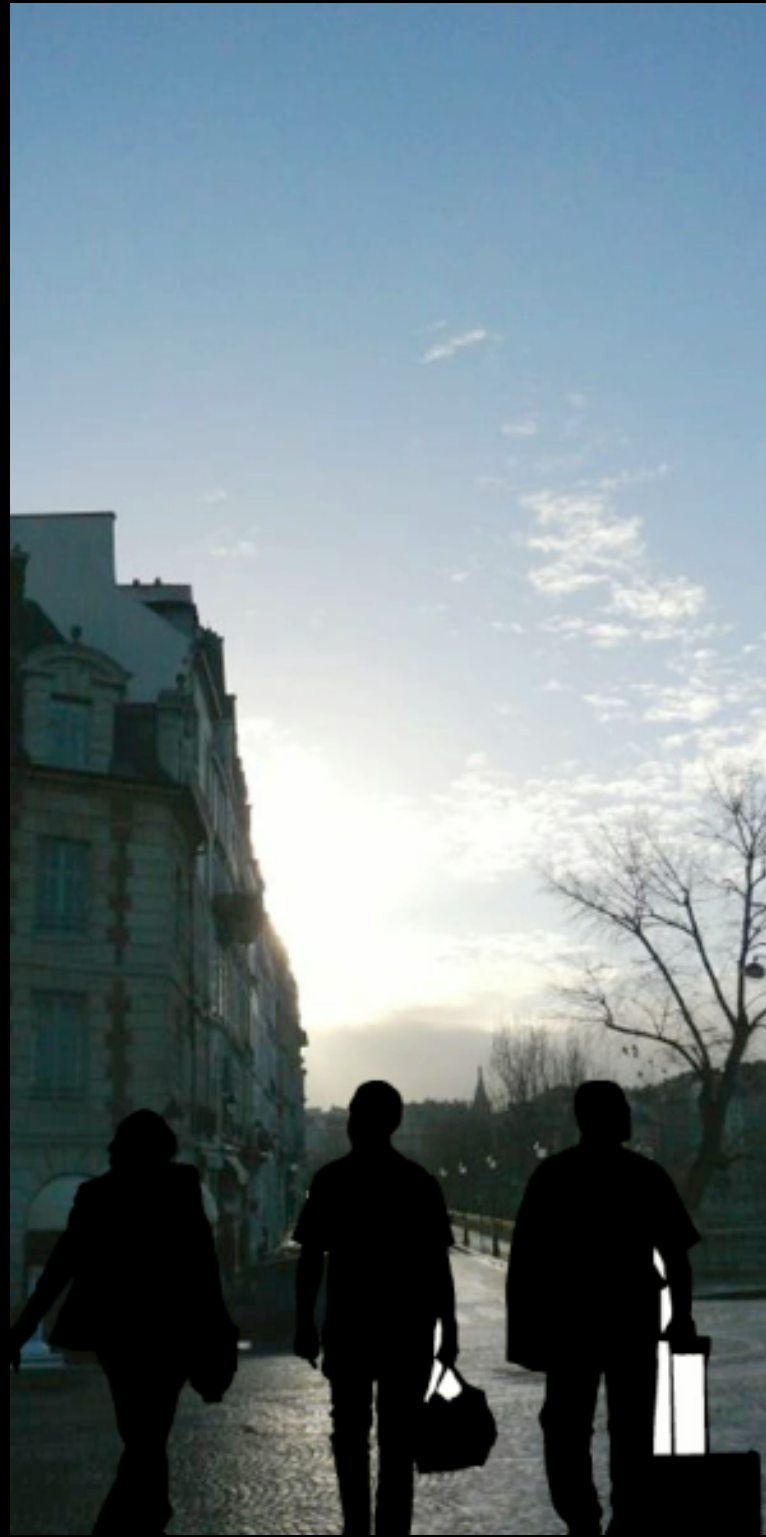
- "a dialogue on reconfiguring and reactivating the marginal, residual and public spaces of our cities."























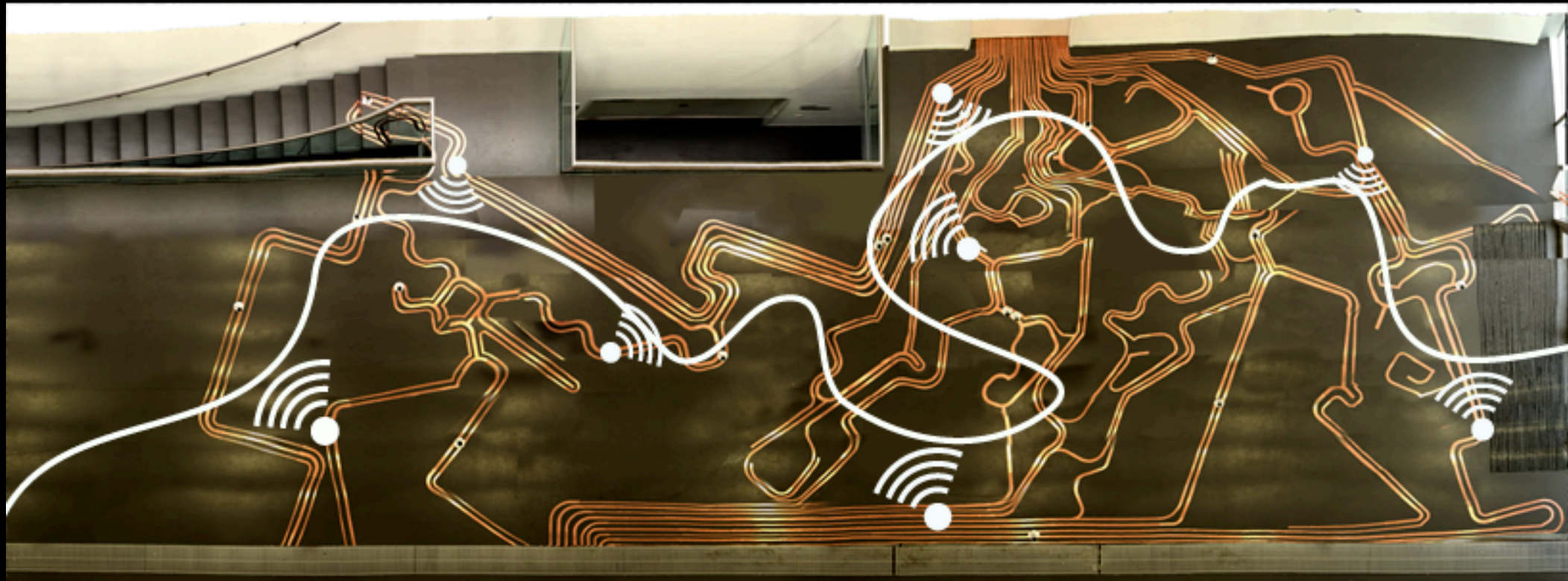
Acoustic cityscape scaled down to an exhibition space



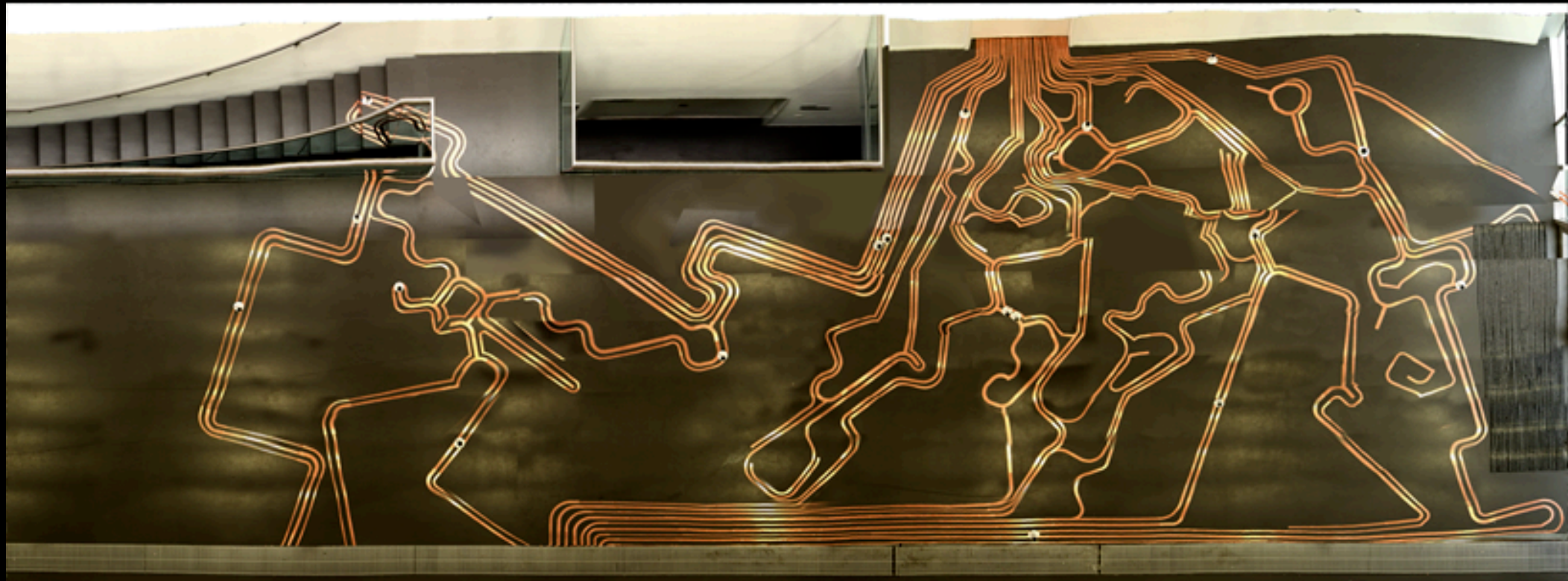


Acoustic cityscape scaled down to an exhibition space



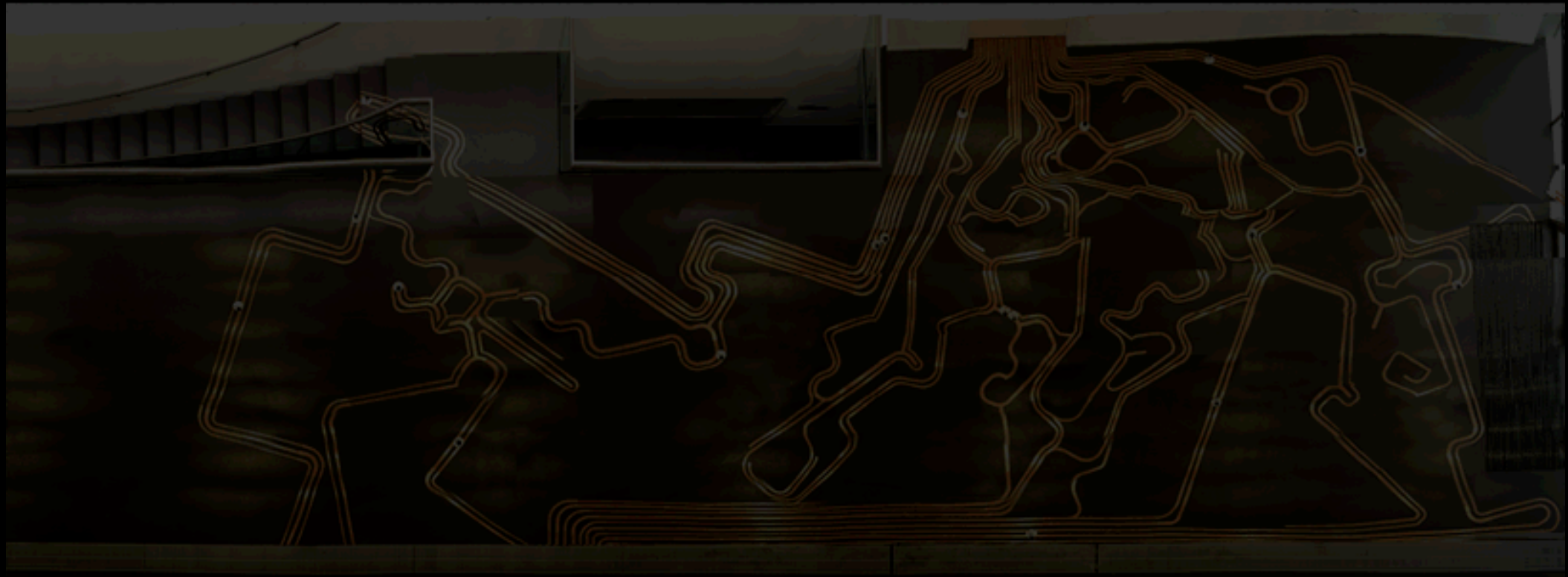


Acoustic cityscape scaled down to an exhibition space



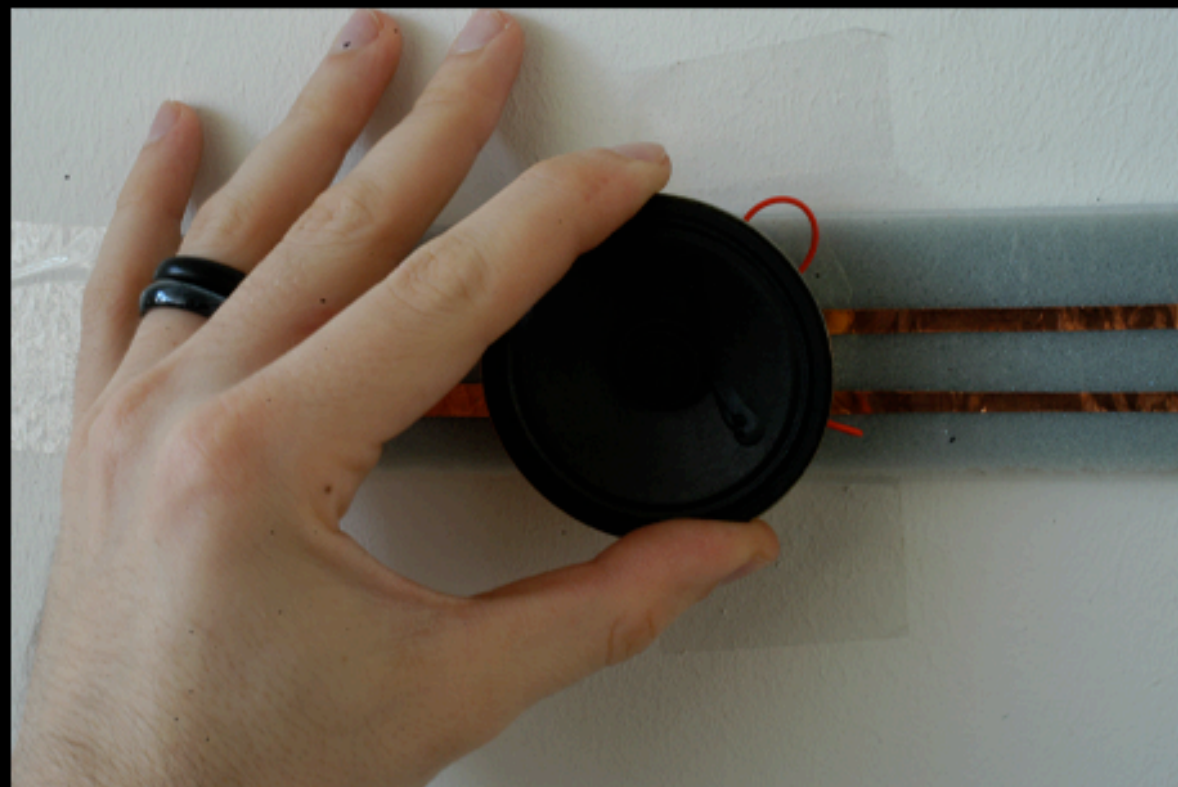
Acoustic cityscape scaled down to an exhibition space





Visitors activating "silent" audio sources

- open copper tracks as transmitter
- lofi speakers as receiver



"silent audio"

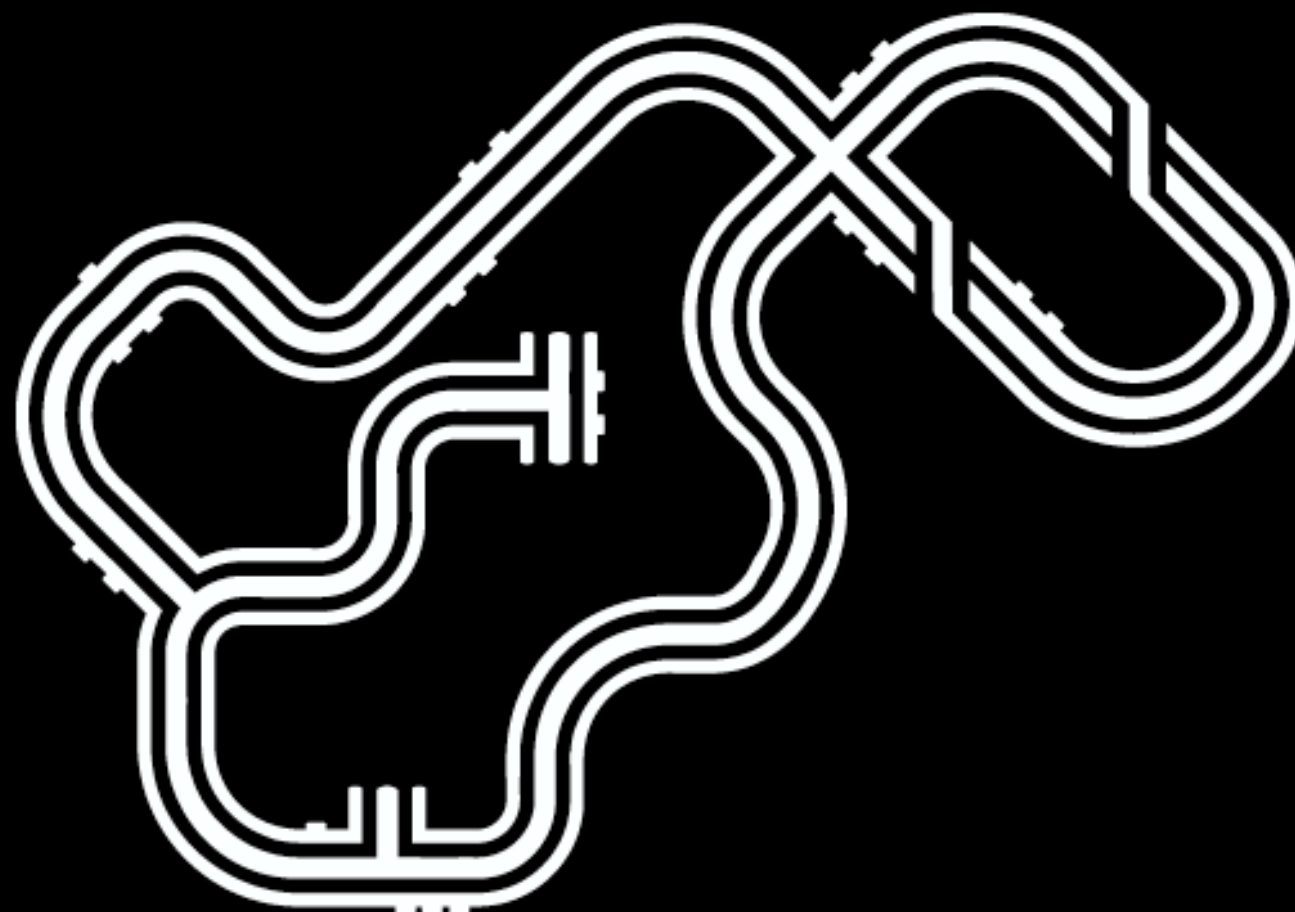


open copper tracks and speakers for TCR and OSK

- modular system recalling a transportation network
- adaptable to different spaces







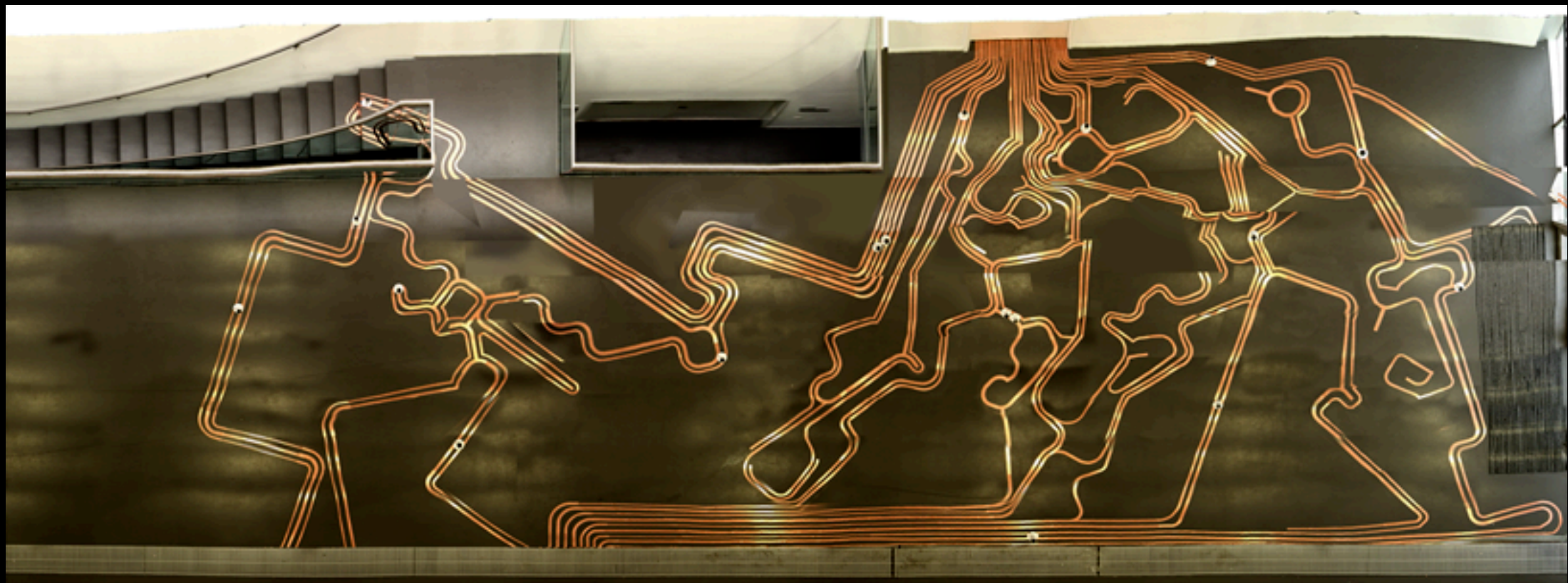


Talking Cities Audio Lounge, Zeche Zollverein





Offener Schaltkreis, 2006 November, Cologne



Offener Schaltkreis, 2006 November, Cologne



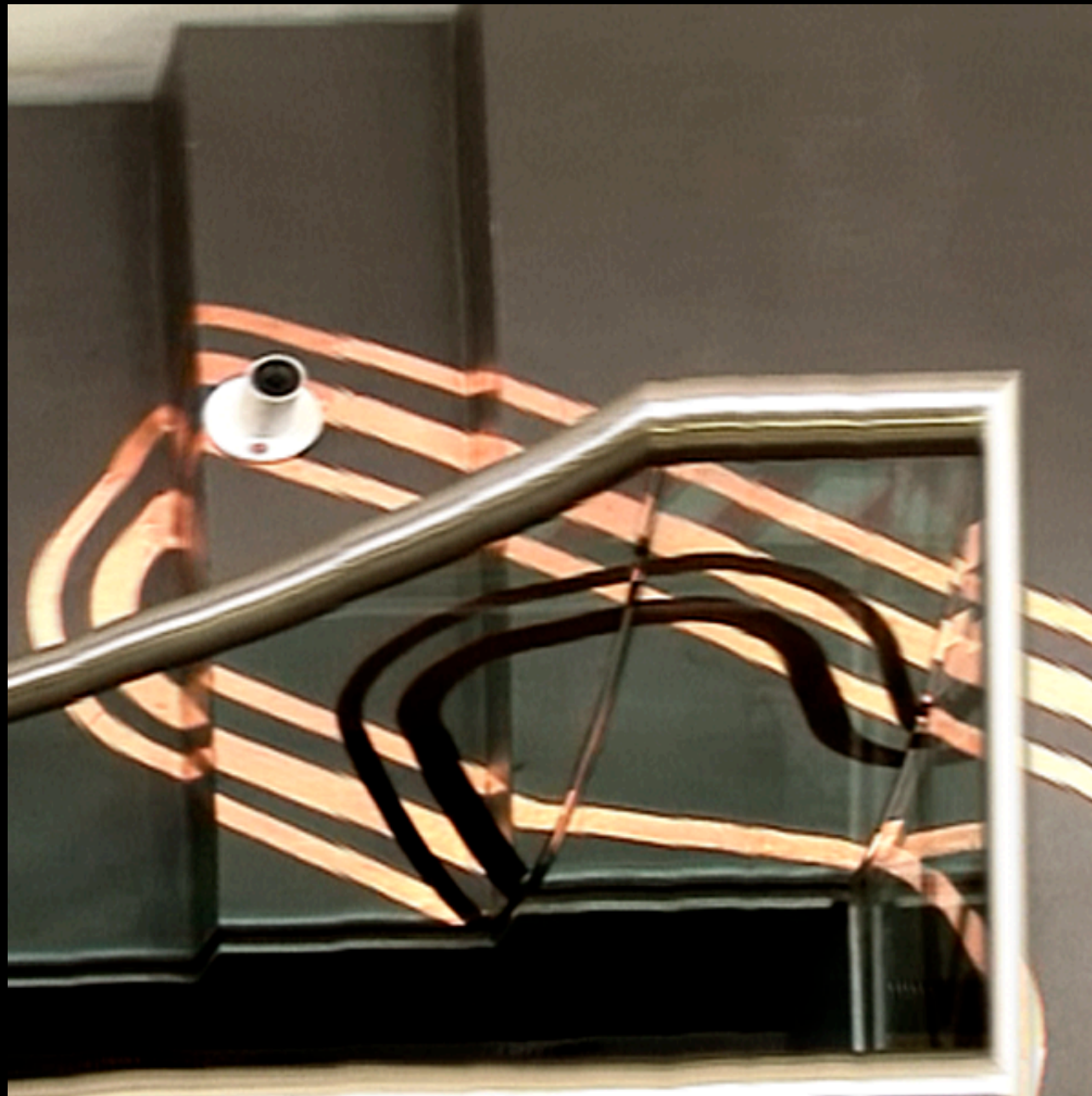


the cropped copper elements

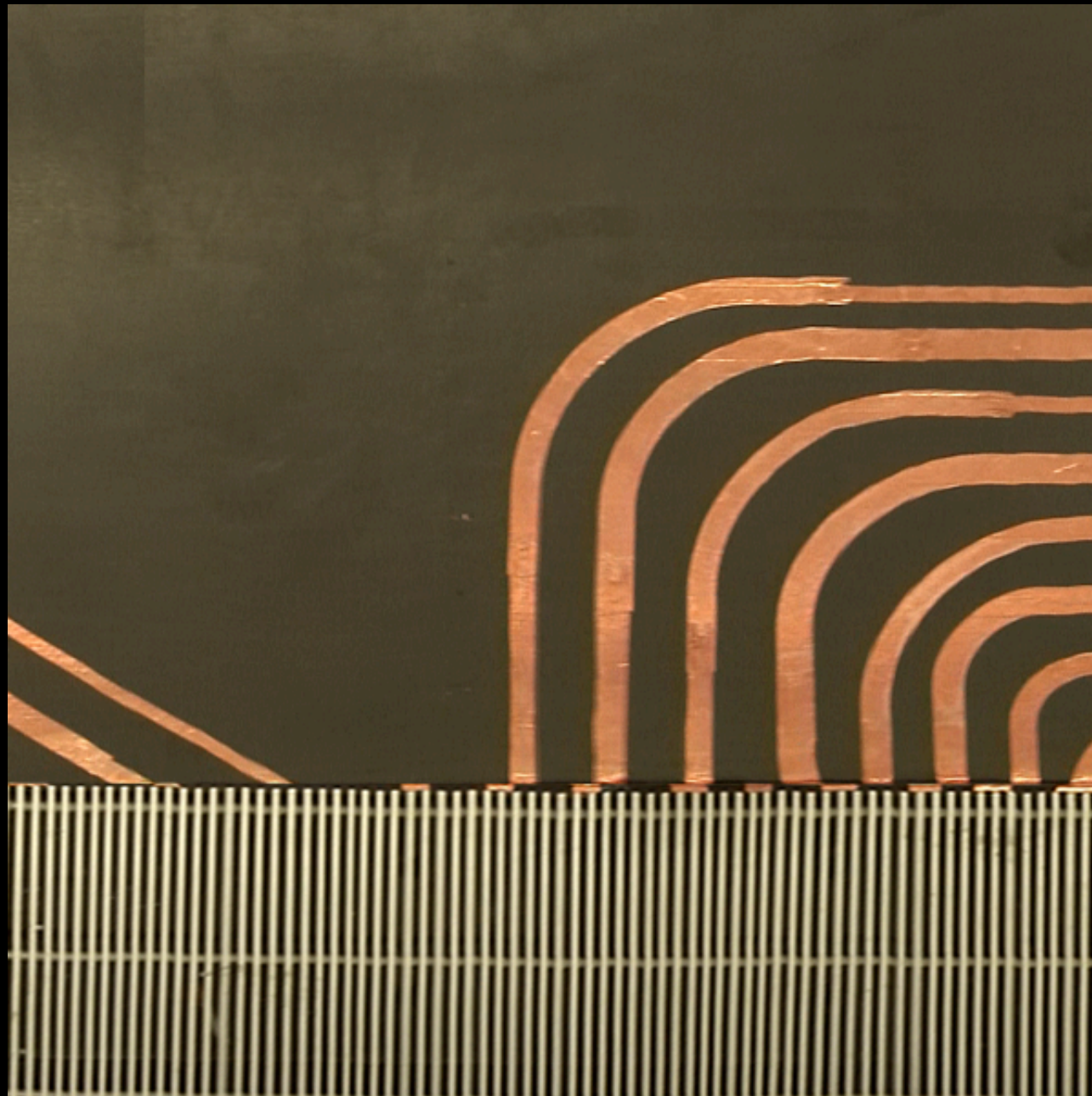


half-way done





details of the osk

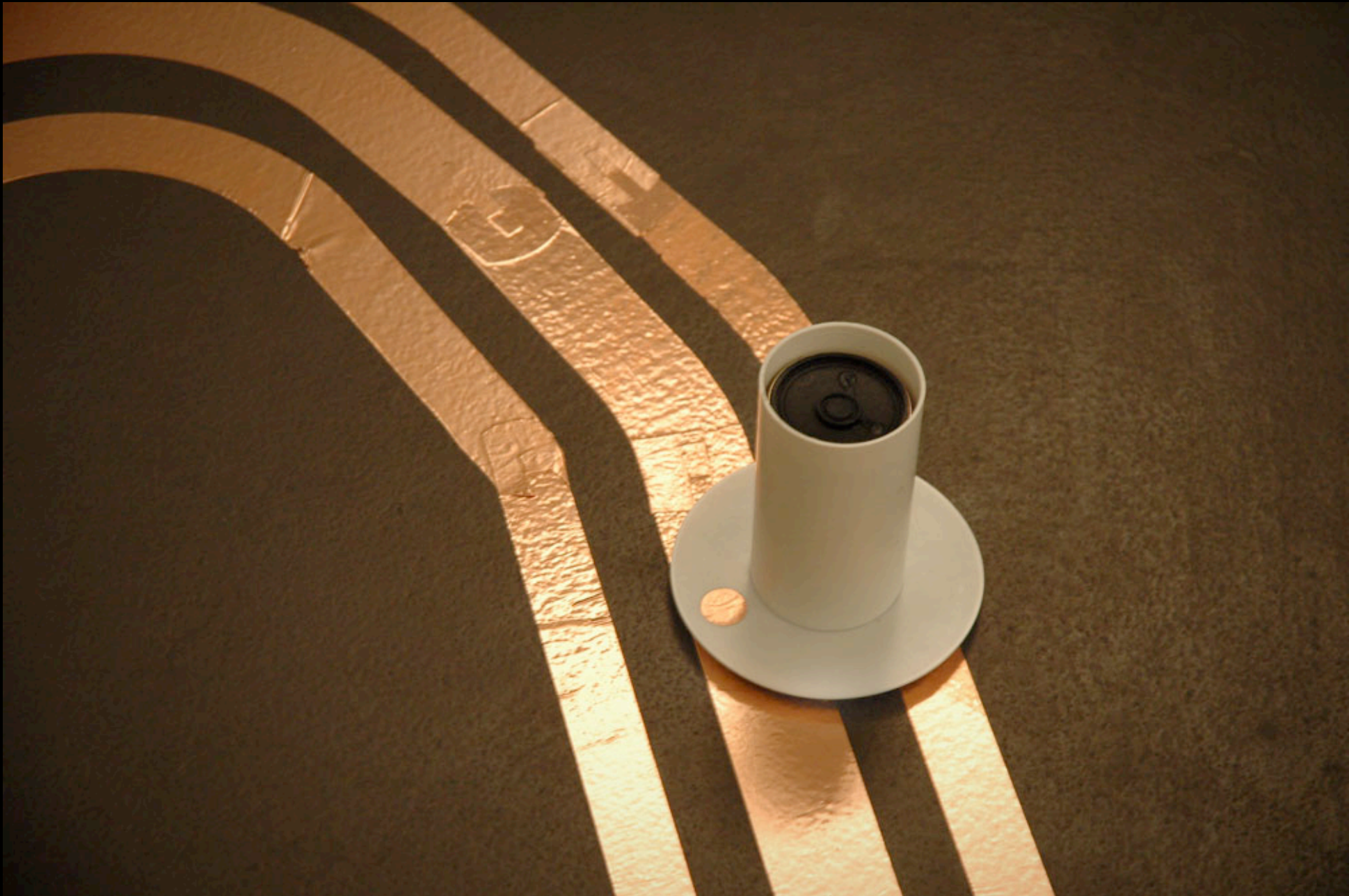


details of the osk



details of the osk

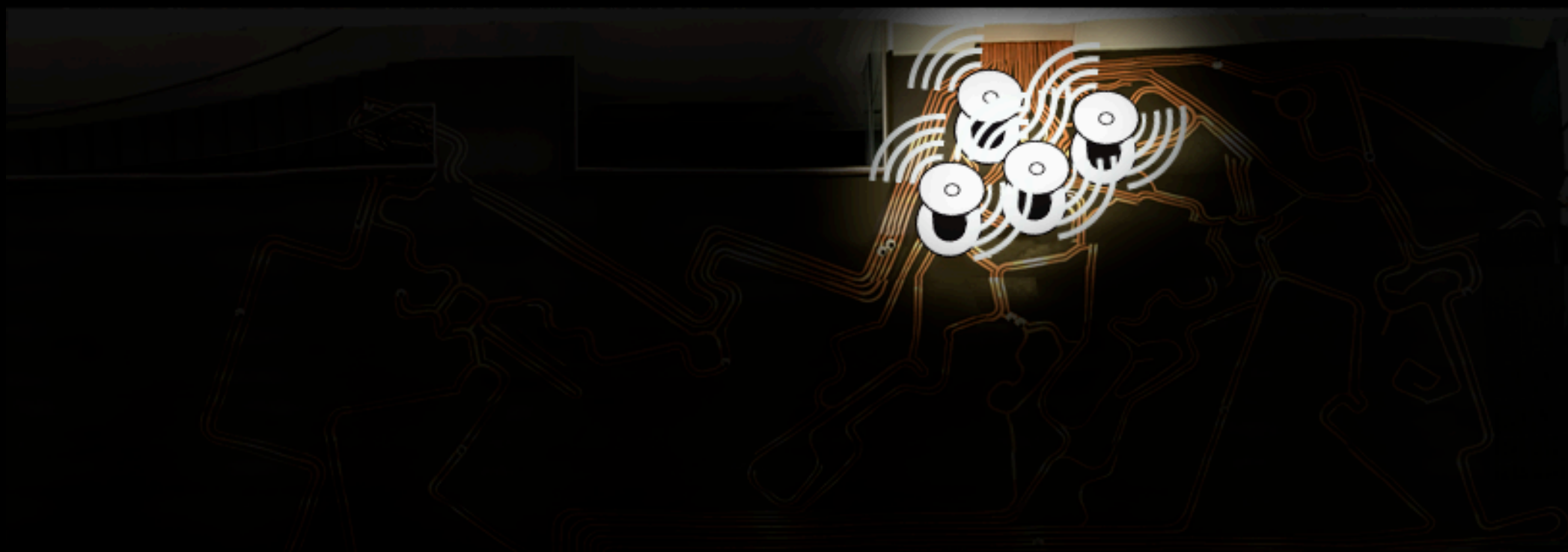




speaker cylinder on track















Sound

# sound

- acoustic urban context
- production process
- arrangement: auditory scenes

Recording examples



Recording examples

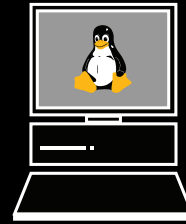
# creating acoustic landscapes



spatial arrangement

agglomeration and spreading of audio sources

# Technical overview



Linux machine

flow of signals





speaker cylinder for OSK



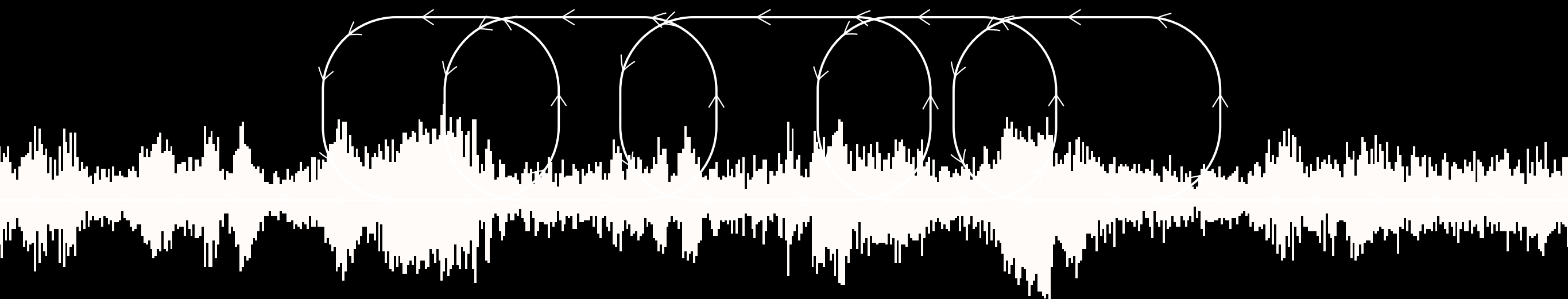
speaker cylinder for OSK

pure data

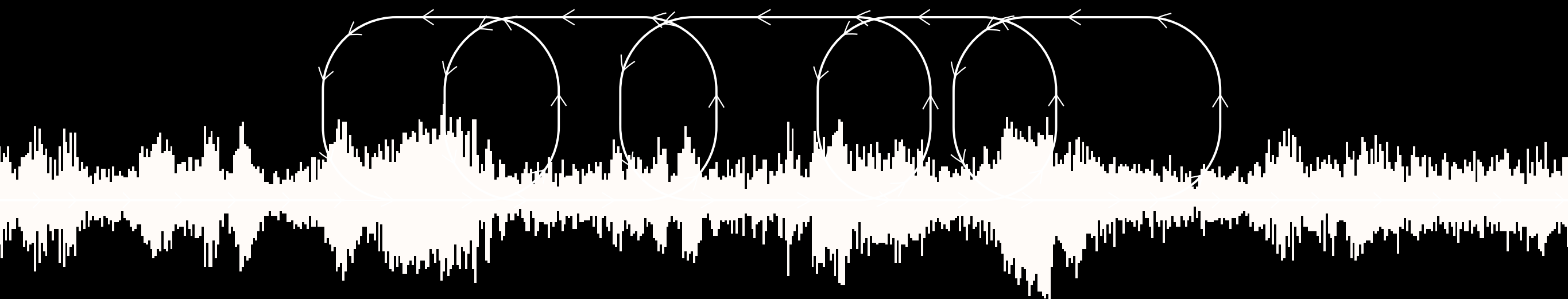
- loop player
- macro-granular sequencing / synthesis
- visitor activity sensing / reacting



patch available at <http://osk.openkhm.de/>

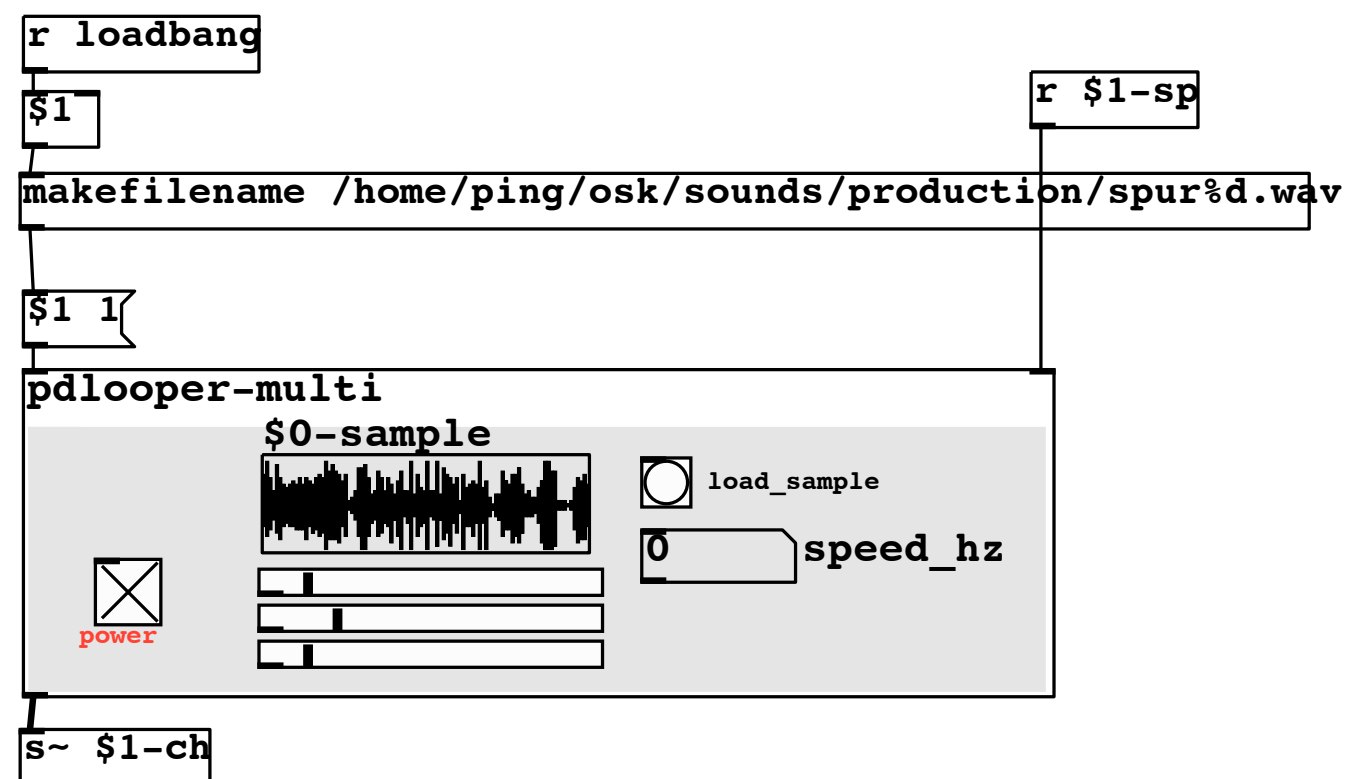


macro-granular synthesis/sequencing

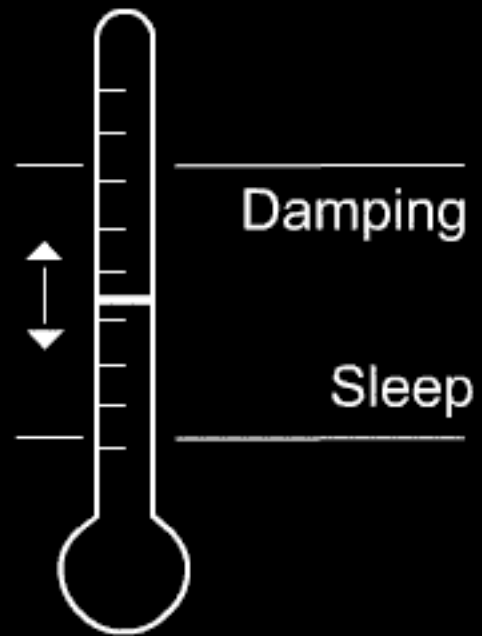


macro-granular synthesis/sequencing





loop player



activity response

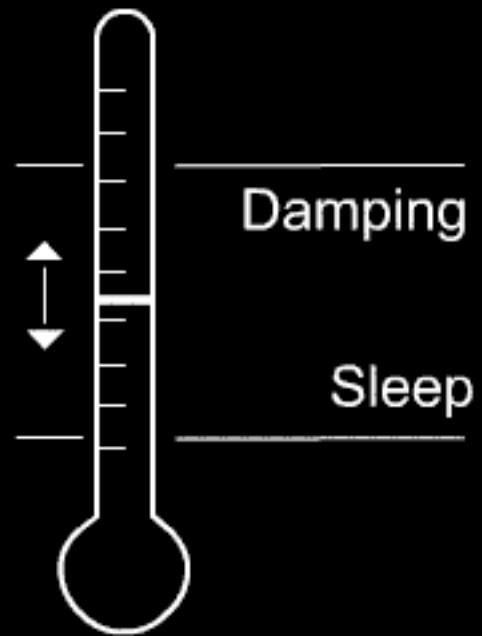


activity response

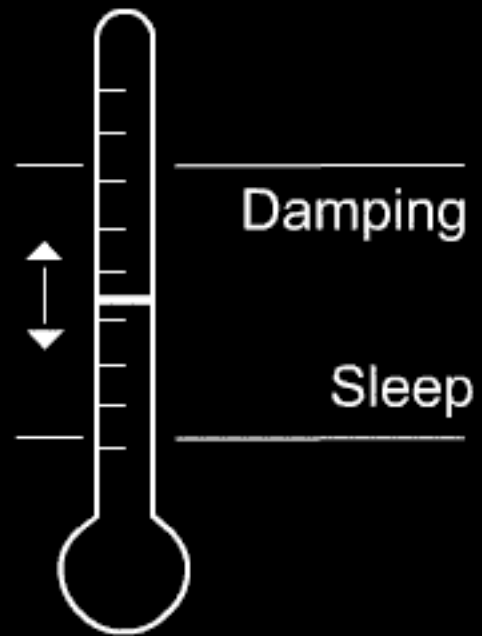


activity response





activity response



activity response

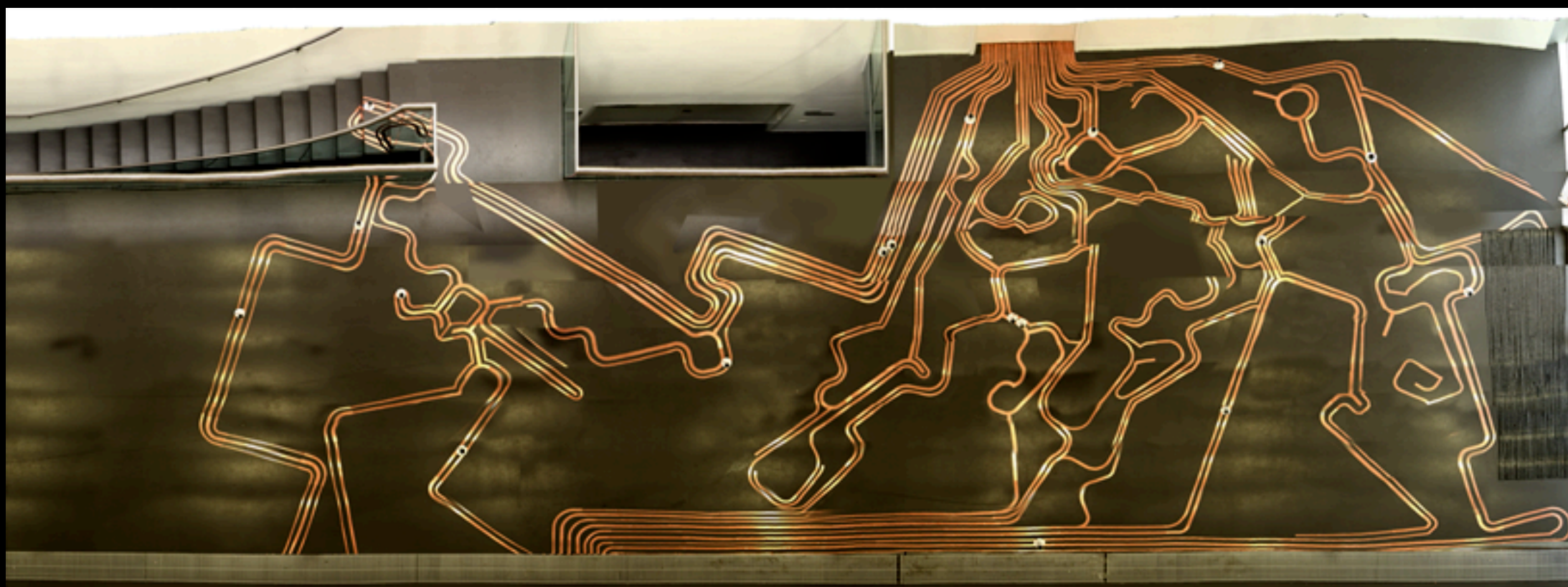


activity response

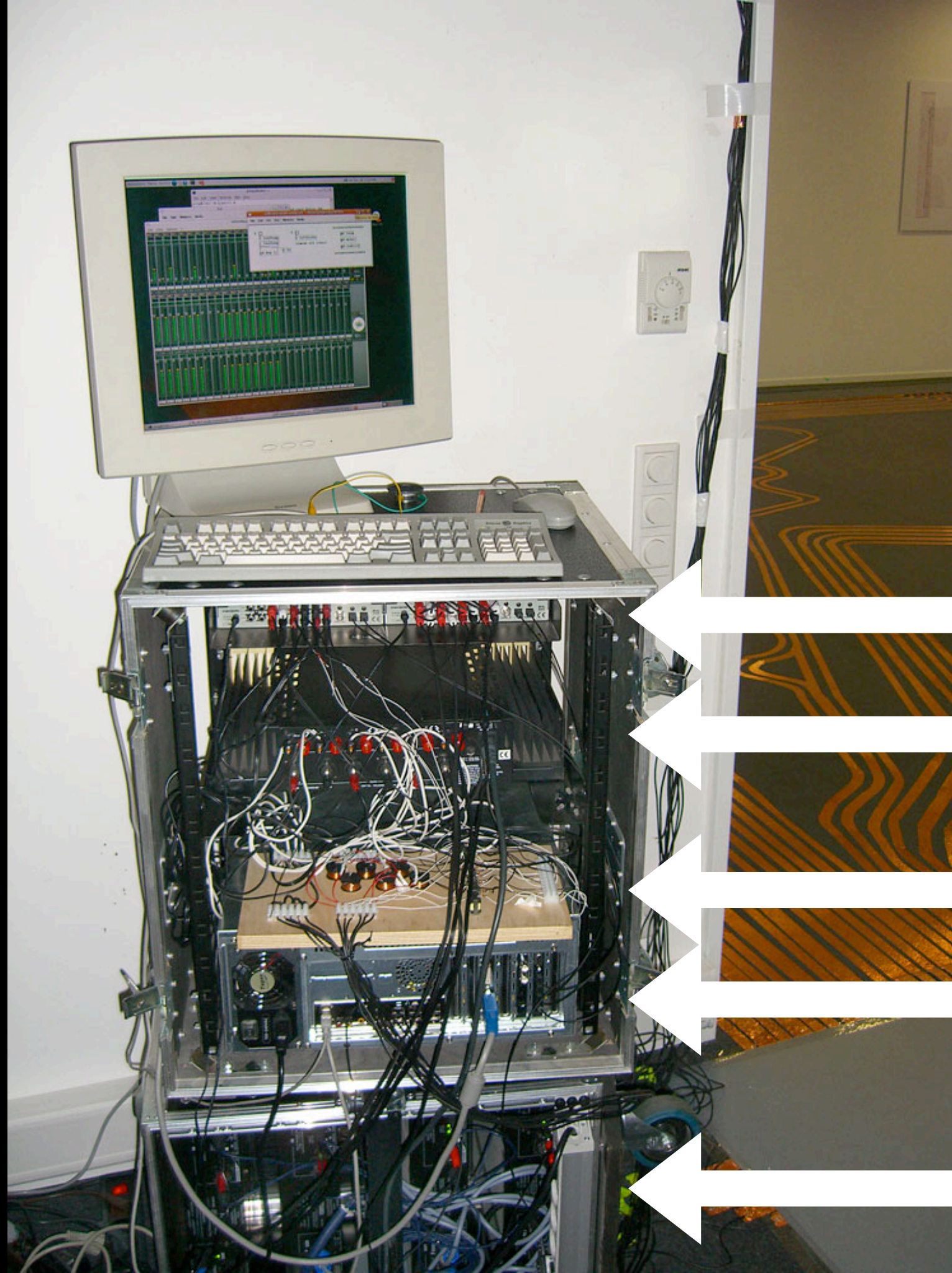




Hardware







ADAT I/O

amplifiers

circuit board

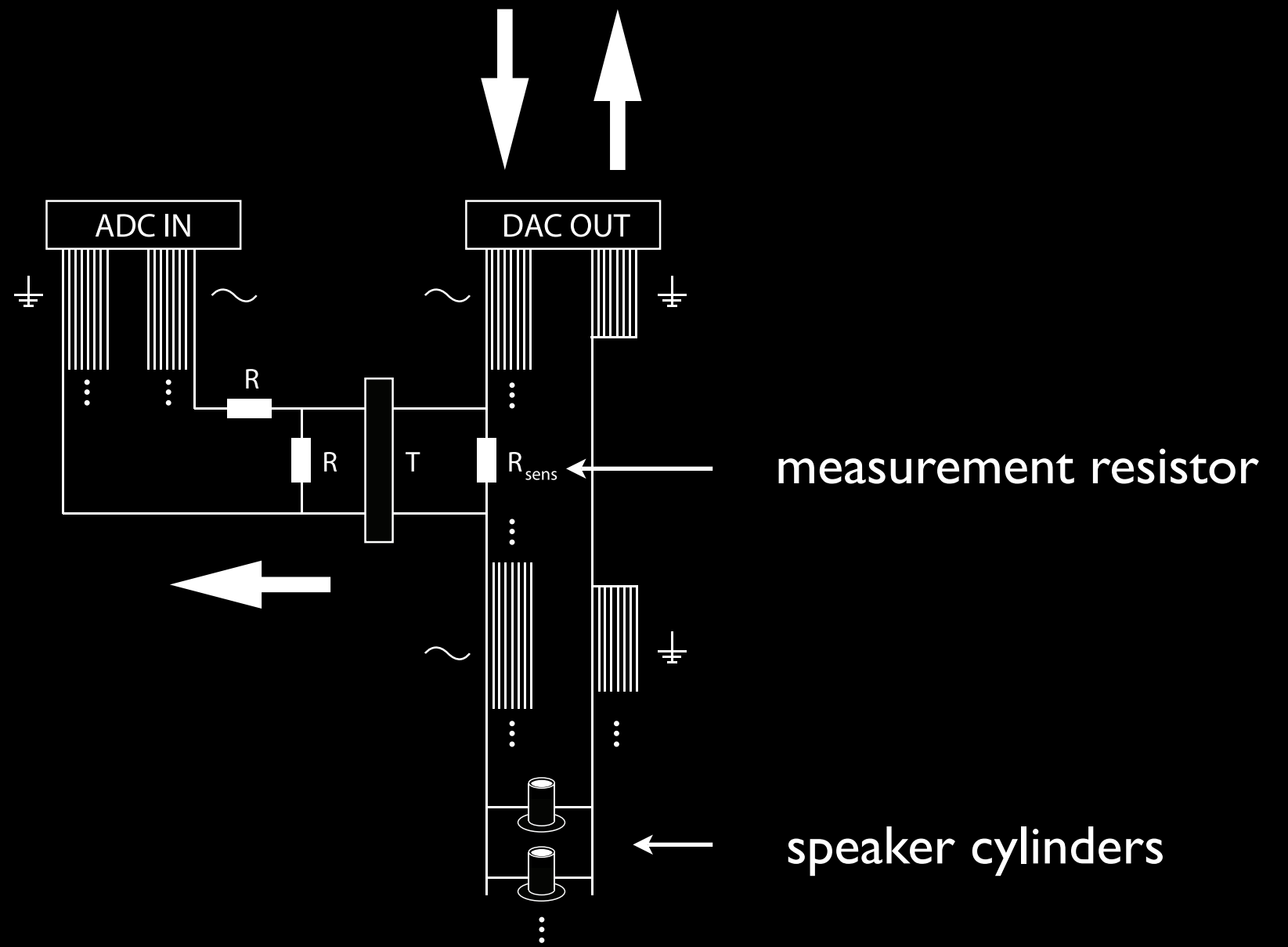
Linux machine

amplifiers

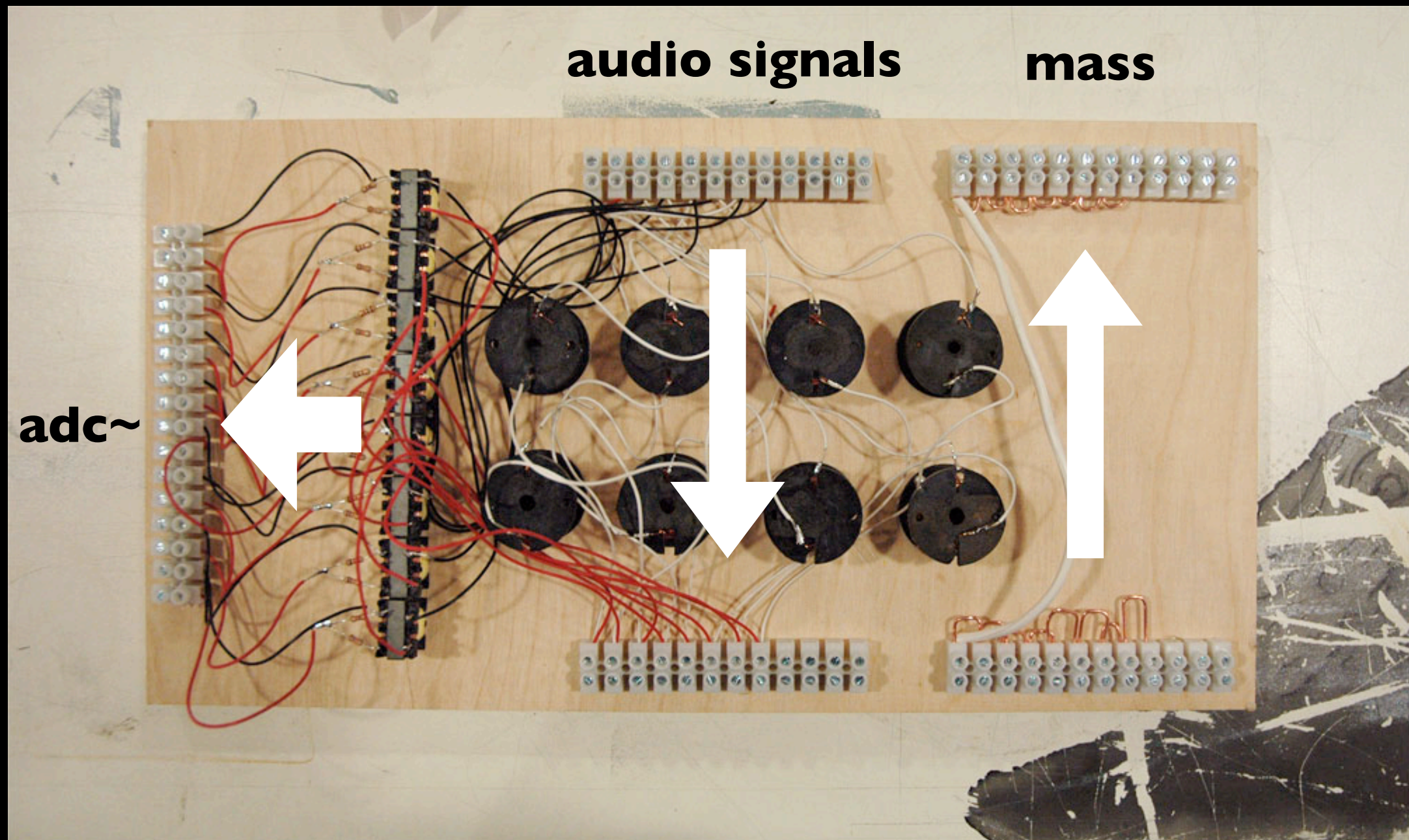


signal composition





circuit diagram

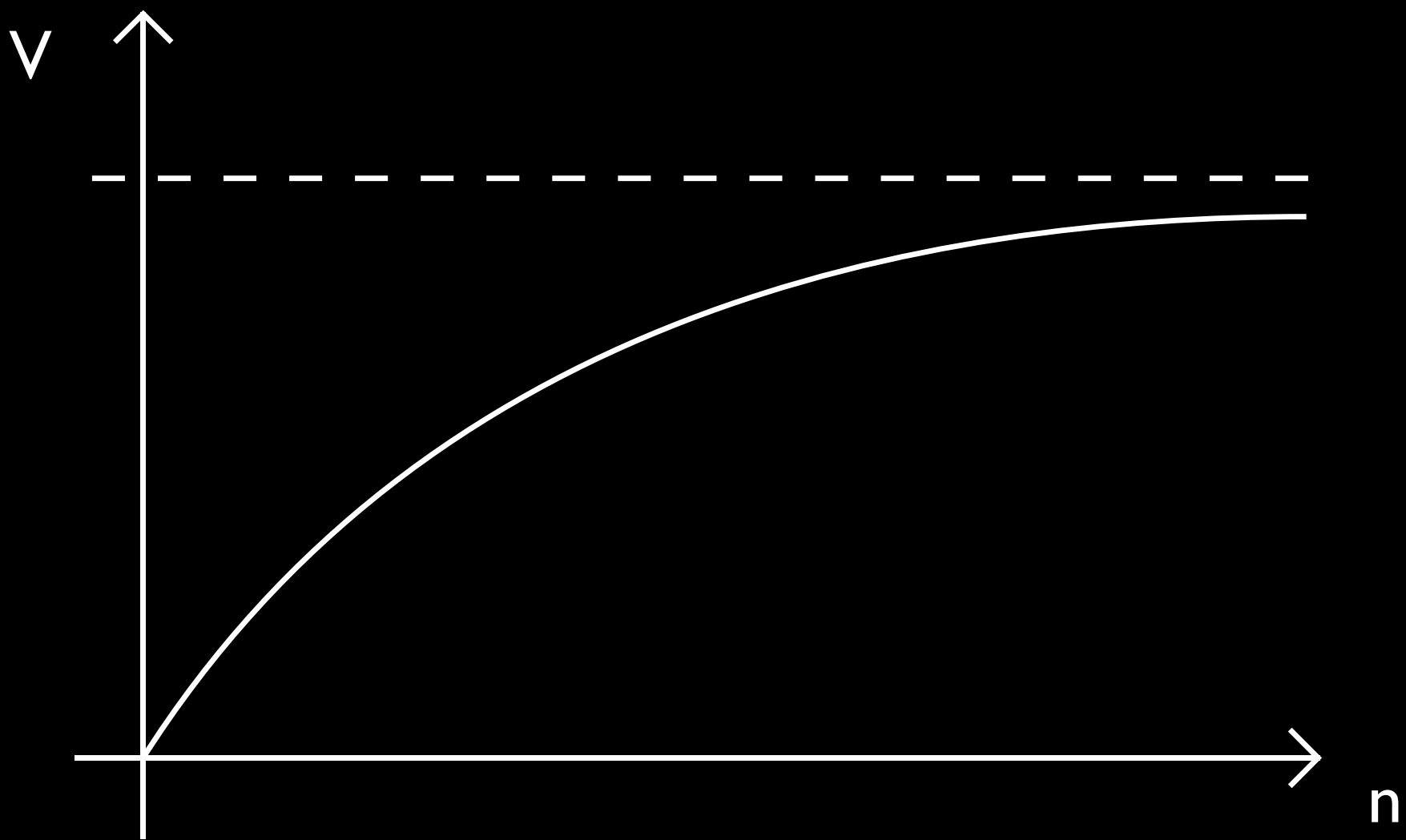


audio signals

mass

adc~

circuit interface board



eof



CU

2007 April 3 - 8

make art festival,  
Full installation of osk,

Maison de l'Architecture,  
Poitiers, France

