

My work includes installations, audio recordings & concerts. I use combinations of resonating objects and analogue/digital electronics, small structures and colored shapes. Projects are often site specific, dealing with the irreducible nature of sound and the way sounds, shapes and spaces communicate and define themselves together.



## ERRATIQUES Installation

Two objects which look like some kind of false rocks still in construction, assembled like a (robust) house of cards in the middle of Wattwiller, a village on the Alsatian slopes of the Vosges.

They are hollow, open and are made of many sides. From the inside one can hear intermittently what seems like underwater recordings, an ambiguous sonic matter which is maybe organic, maybe synthetic, maybe both.



## L'ABRI Installation



This took place in a curious shelter on top of the hill which faces the castle in Wesserling.

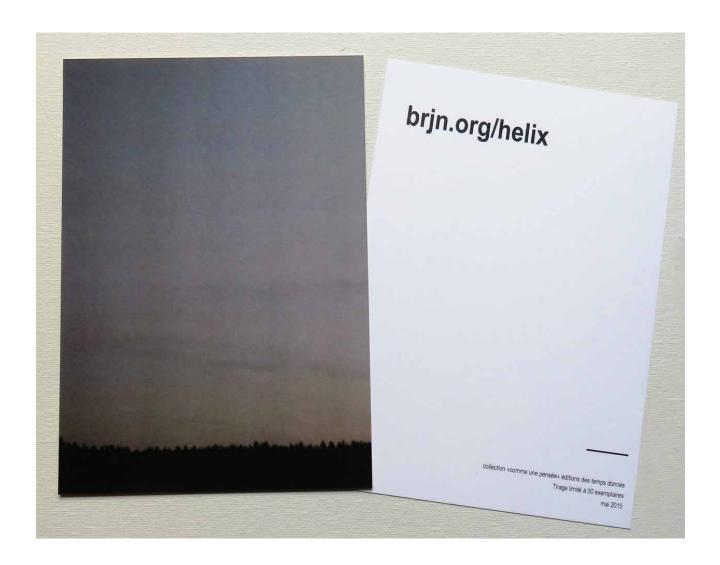
Nothing here clearly states what is the purpose of this building. We don't know what it is and why it's here. Anyway it has a roof and could be a kind of shelter. It looks like it is quite recent and solid but also unfinished. There's no walls and it lacks some roof tiles. It is oriented towards the castle and could be a viewpoint but some big trees just in front do not permit this. This place is probably sometimes a meeting point as evidenced by the fire blackened stones arranged like a campfire.

During a few hours on the afternoon on 18th September 2021, this place exists in a sligthly different way. It is still a (supposed) shelter and still strangely situated, but getting closer to it one can see two triangles inserted in the carpentry. These are quite evidently exogenous, especially since they are radiating sounds.

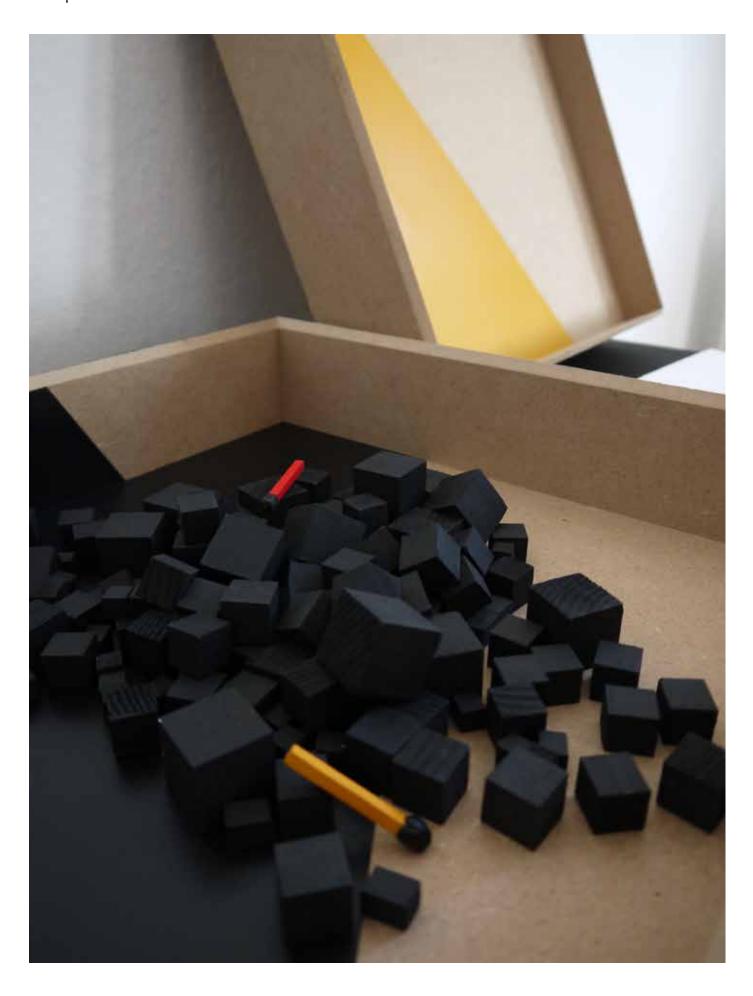
From a quite derelict and peripheral place because of its state and situation, the shelter becomes temporarily the centre of a discrete activity. There are visual and sonic clues that tells us something happens or could happen.

This piece is a layer which comes on top of the construction, it appears and disappears quickly, without traces.



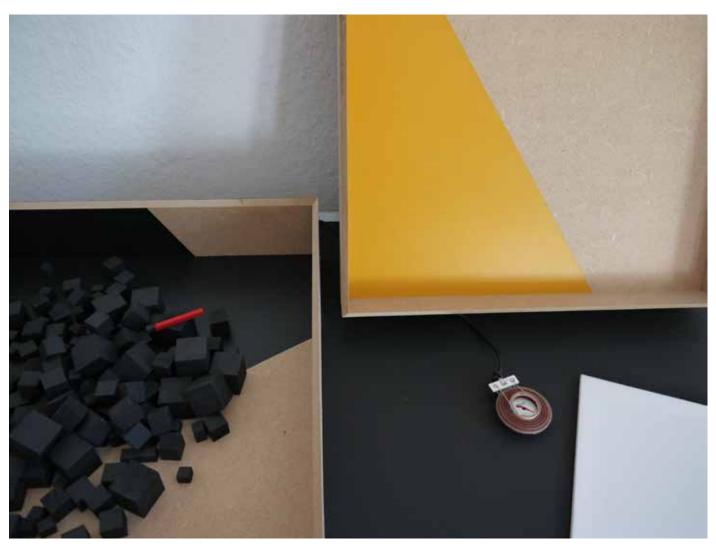


A5 card & soundfile - Editions des temps donnés



Hum is an edition of 6 boxes. Their shapes are almost identical but each one has a distinct sound. They were built in ignorance of their future context, but are nonetheless thought as objects or instruments to be played, used and installed somewhere, in a given space with its inherent acoustics properties. Each box contains the electronics and the sound transducers in its removable lid and a set of black objects in the lower part of the box. The sound is radiating from the inside of the lid and also by means of an external transducer, wired to the box. It will only be audible if ones chooses an object or a flat surface and try (by ear) to activate it with the transducer.

This multiple is produced and distributed by http://www.editions-untitled.fr

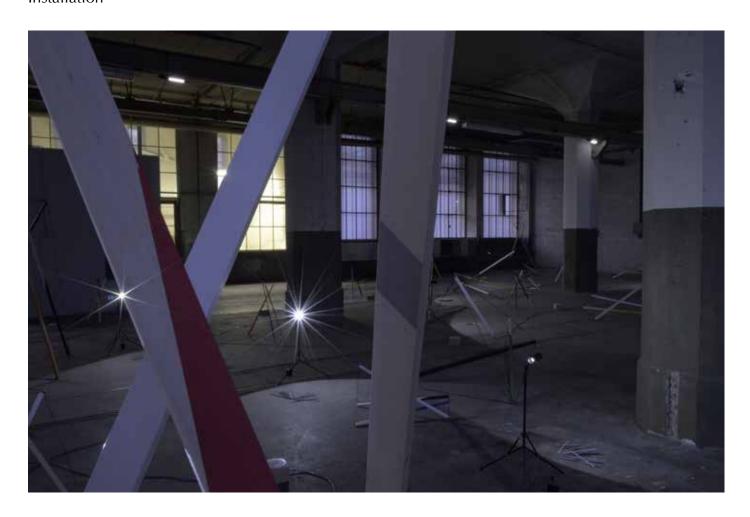






< View of the closed box. The (removable) white part can be a resonant surface to use with the little vibrator speaker seen on other pictures

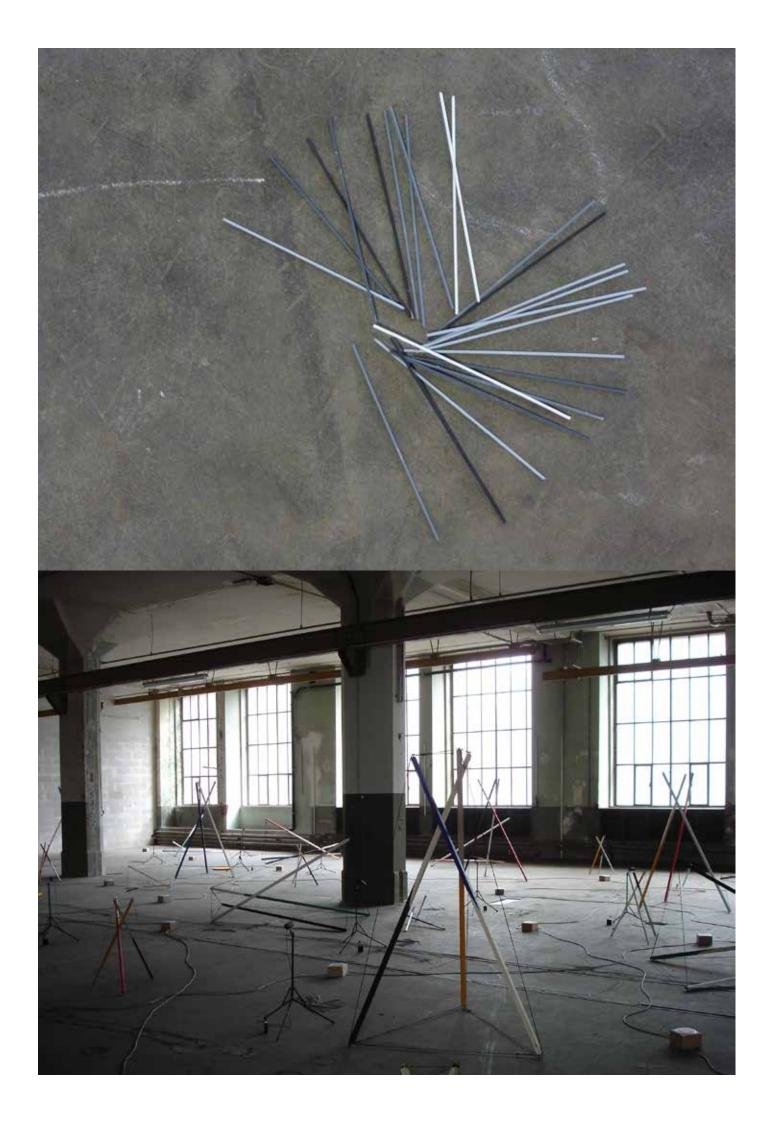
## KANTARELL Installation

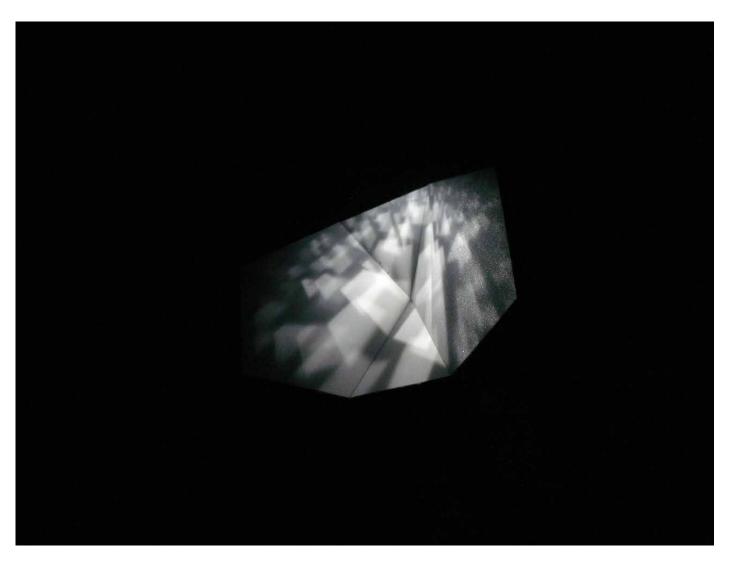




Kantarell is a visual/sound environment, which can be experienced differently during day or night. This was shown during festival Interfriches 3, in Mulhouse FR, 2012.



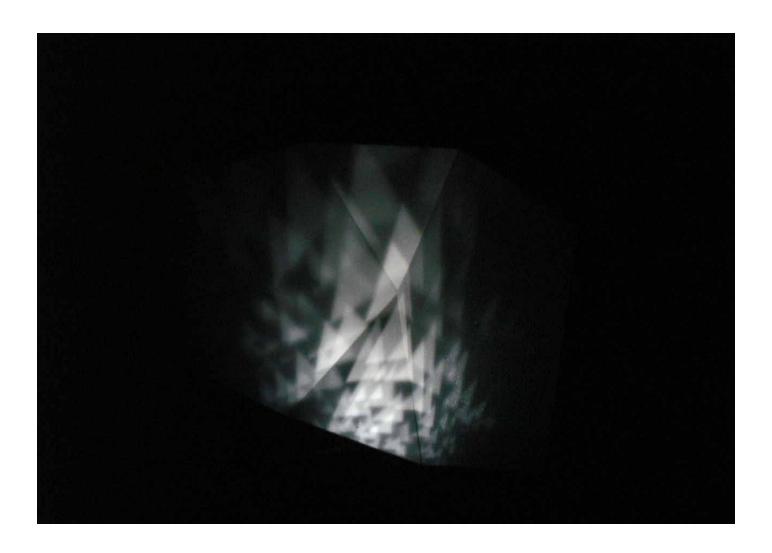




Rays mixes the acoustic specificities of a fragile and unstable group of sound environments, made of the few moments when and where it is possible to hear the noises of nature without the addition of man-made industrial sounds.

This experience is getting rare and is, in my opinion, an invaluable openness to alterity. If one chooses to dive in this area, one can feel a tangible and vibrant presence, something that he doesn't know in his daily life or in the society that surrounds him.

Recordings (artefacts) of some of these moments are attributed to a set of 20 illuminated and sounding shapes. These elements are resonating in a large and quiet outdoor space at night.



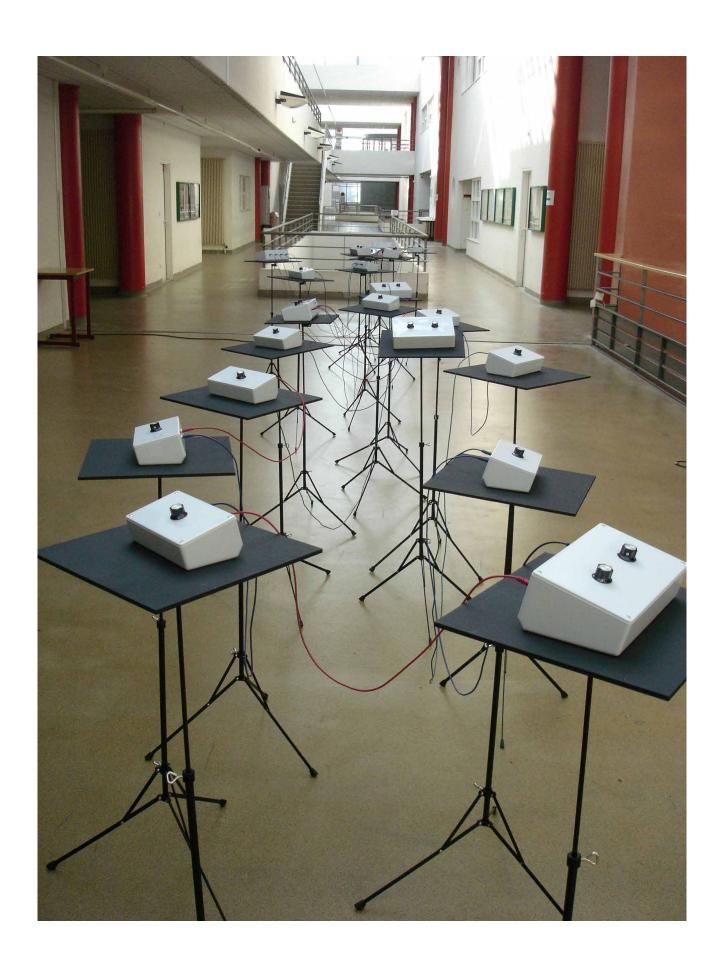




Soliloques is an audiovisual installation inside the main building of a university of technology. It is made of resounding electronic boxes with buttons and cables. These objects are ambiguous: they might be perceived as a set of quasi-similar objects, not so far from minimal sculpture, or they can also be understood as what they pretend to be: some control units proposing their buttons to the audience. Those modules/sculptures are emitting a rather weak sound which is flowing through the different elements.

The main idea behind this project is to question the relationship between man, technology and the networking obsession of contemporary society through a singular mechanism: soliloques is a kind of autonomous workshop where manipulation of the controls might have an effect an the whole thing, or maybe not. There is no apparent logic in the disposal of the objects and there is no markings or any other kind of help for the audience. The sound from the objects suggests that there is something happening, but nonetheless it seems that the machine is not fonctionning properly, or in other words: it is only doing what we imagine it is doing.

Some elements of visual and technical vocabulary will be familiar to the people from the university (buttons, cables...), but the whole thing is an unknown machine: its purpose is to introduce in an engineering school a device without pre-determined function.









64 Nonwords objects is a sound installation which was presented in Nantes Botanical Garden in march 2011. It is made of objects and sounds, and those have been audible and visible in the arid greenhouse of the garden. The shapes, colors and noises are derived from a list of onomatopoeia used in some field guides to (try to) identify birds in nature.

Transcribing birds calls with a few letters is somewhat difficult et gives mixed results for their identification. Maybe it is a quite strange idea to use human letters to write birds songs.

Here the list is used both as a score and a plan to build objects, so the process is reversed: listed bird calls, gathered and transcribed by specialists from real animals, are then transformed in new sounding objects with equal care - and approximation. It's a possibility to imagine an alternative (and maybe absurd) source of those written noises.



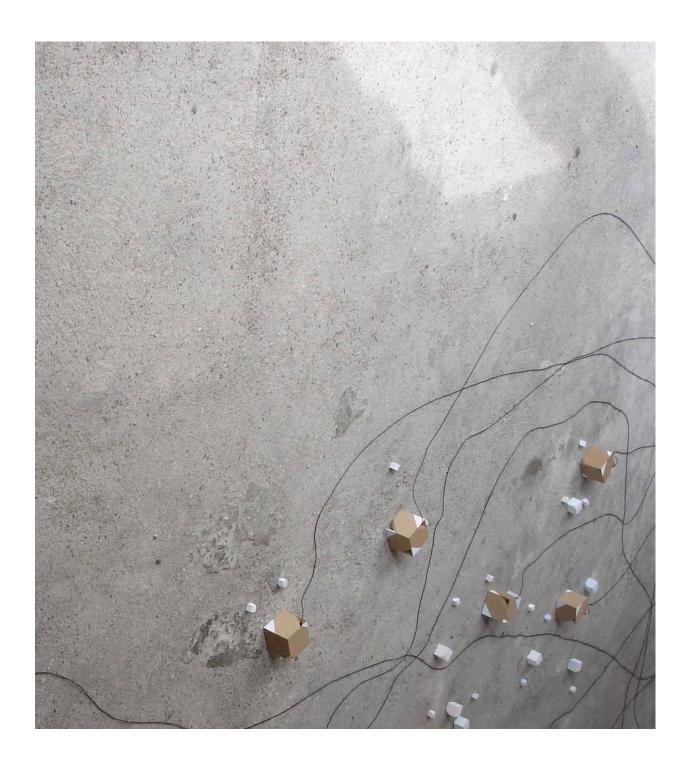
Antihelion Source proposes in the Royal Saltworks of Arc-et-Senans a kind of interference with the symmetry and the centralised organisation of the space and architecture. About 40 mirrors with hidden loudspeakers are fixed on the south quarter of the semi-circular wall. Their orientation follows the curve of the wall, so the common geometrical vanishing point of their reflexions is located in the panopticon oculus of the director's house, in the middle of the saltworks.

The Antihelion Source is a moving nocturnal sky zone at the opposite of the sun where a few meteors seem to appear at a slow rate, all year long. Each one can make a visible mark in the sky or a small sound which can be heard through a radio receiver. Two recordings have been done for this installation and then other sounds have been substituted to the original echos, while keeping the rhythm of their apparitions. The resulting soundtrack uses four asynchronous and palindromic tracks, which are resounding through the mirrors and can be heard in the southern part of the hemicycle.









This installation is made of 120 cubic objects which are constructions and permutations based on crystal shapes. These objects emits a sound matter which is mainly coming from natural radio signals (VLF or Very Low Frequencies). It is a constant wave signal generated by multiple electric and magnetic activities in earth atmosphere and beyond. Lightnings happening in a large perimeter around the listener are producing a sonic activity in constant evolution (the statics), omnipresent but inaudible without the appropriate radio receiver. The installation makes this phenomenon perceptible through an environment where a set of volumes, cubes and octahedrons combinations are set up on the floor. Some are sounding objects and some are silent ones.



P&C is made of a human sized archimedian polyhedron, it is both a resonating object and a listening space. Some faces are absent from the volume and allow people to hear briefs sounds, followed by echoes going through the loudspeakers network inside.

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