

## **SOL**

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Immersive Audiovisual Environment

LED Wall Display, Surround Sound, 2017

SOL is a minimalistic environment, leading visitors into the reaches of their perception. The installation builds on loss of control, shifts in awareness and a feeling of dislocation and timelessness. It stresses the ambivalent connection between our private and public selves, of being alone together.

SOL is the third work in an ongoing series of phenomenological environments, after the live performance FEED, 2005 and the installation ZEE, 2008.

The installation builds on the complete blacking out of a given physical space, the ensuing loss of visual perception and subsequently the formation of what could be best described as a splendid void.

The predominant darkness in SOL is lifted, in intervals and for parts of seconds only, by flashes of intensely bright light, in the form of abstract flash animations. Reversing back, into darkness, abundant retinal after-image impressions unravel, slowly fading away until the next eruption of light.

The surround sound-scape of SOL is ambient. Electronic drones mix with processed field recordings amidst a sea of infra-bass patterns. Sound and images are synchronized to the flash events, but also independantly inhabit the same space. The looping nature of some sonic and visual events underline the minimal nature of SOL.