

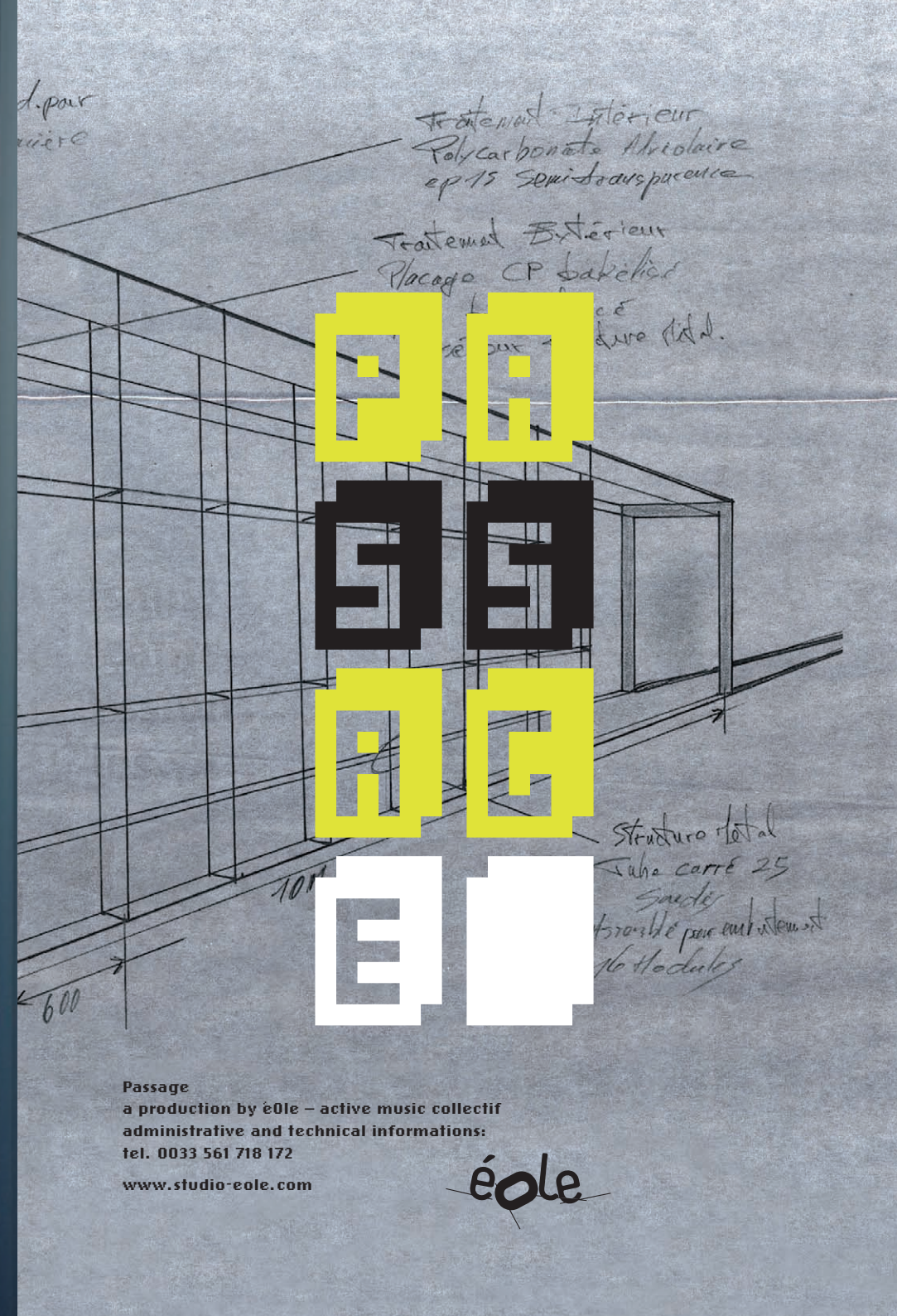
Passage [dynamic sound corridor]  
digital installation for perceptive diversion  
created by Pierre Jodlowski

commissioned by the Siemens Arts Program **SIEMENS**  
in partnership with the IRCAM – Georges Pompidou Center  
With the participation of the Siemens collaborators in the Ile de France area

With the help from Odysud-Blagnac and from La Gare aux artistes-Toulouse  
(residence reception)

Concept, sound design, program: Pierre Jodlowski  
Lights and scenography: Christophe Bergon  
Movements captation, program, cabling: Emmanuel Flety  
Sound design assistance: Jacky Merit  
Cabling, technical assistance: François Donato  
LED technology advice: Julien Thomas, Trois Lumières Blanches Company  
Building: Frédéric Stoll  
Thanks: IRCAM technical team, Odysud-Blagnac technical team,  
Sandra Boussion and Olivier Sacriste (é0le trainees)

é0le is welcomed since 1998 in residence at Odysud-Blagnac, scene with the french State agreement for the ancient and new  
musics. é0le receive an agreement by the french Culture Ministry and is helped by the Midi-Pyrénées Region Council, by the city of  
Toulouse, by the Haute-Garonne General Council and by the SACEM, and enjoy the patronage from la Caisse des Dépôts.  
licence number 2/100 35 57 / photos by Pierre Jodlowski / design Frédéric Rey, [www.lesfreds.com](http://www.lesfreds.com)



Passage  
a production by é0le – active music collectif  
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é0le



Dynamic  
sound corridor

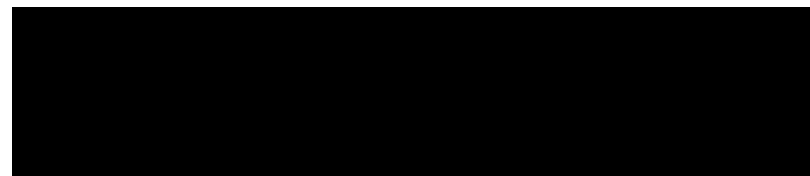
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## THE « PASSAGE »

The « Passage » is a dynamic sound corridor devoted to the memories world. After interviews of the Siemens Company's collaborators who gave testimonies about their own memories, fifty sound sequences were created in studio to recompose each mental space. Coming inside the tunnel, the visitor can ear these sequences. He is thus facing the imaginary world of someone else. Walking through the tunnel, he can listen to the sequences in different ways: either quickly crossing the tunnel or in a more precise way by stopping and controlling the sound evolution with his movements. Indeed, a sensors system gives the possibility to follow the people's evolution and to control the sound and light diffusion. A trip to the heart of the others' memory, sometimes individual, sometimes deeply universal...



## THE PASSAGE IN PIERRE JOOLOWSKI'S WORK, SOME STAGES

In my work evolution, I give, time passing, a fundamental importance to the question of the memory. Individual or collective; it takes, in my musical imaginary, the axis of the mental structuration which found the initial energy and the condition of a work existence. Creation act is not strictly the ordering of abstracts phenomena but, for me, the expression of a larger claim, ethical and philosophical.

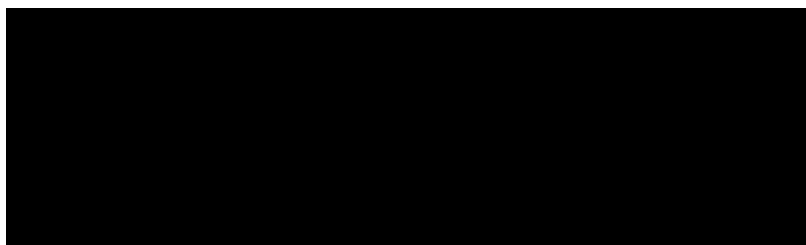
Indeed, when I received the proposition to think about a project to develop in the Siemens Company, I searched first to understand how it will happen right here and how this project could start resonating with the question of the memory. A company reality, apart from its own professional aims, is first human. People spend there a considerable time, sharing their experiences and their stories too...

## THE « PASSAGE »

During my first visits in these offices, I met many personalities and each one, in the obvious symbiosis caused by the fact of working in the same professional group, was singular. I decided to interview the collaborators randomly when walking threw the offices; only one question was asked: « Tell me about your sound memories ». By this way, I was collecting a « catalogue » of about one hundred memories: sound post cards, holiday memories, confessions, childhood memories.

After this collect ing period, I went back to the studio to materialize these « individual stories » in short sound sequences and constitute the memories filebase. At the same time I raised the question of the physical structure of the installation: the tunnel form came quickly to my mind as a transitional space, very strong in its symbol. Created in collaboration with the scenographer Christophe Bergon, we wanted this space to be at the same time pure in its line and organic in its behaviour and to be auspicious to many attitudes: contemplative, restless, curious or fonctional...

At the end, by the integration of a movement sensors system in the tunnel, the visitor behaviour is analysed and influences the sounds playing making of each passage a unic moment. The crossing can be very swift and I like to think that this « quick » sound imersion allows already a big diversion from our day-to-day life. Simply, it is also possible to stop, to turn round trying to meet these imaginaries, to open the door to those people mental space, which all have something to tell us.



## INSTALLATION VERSIONS

Passage is suggested in 2 physical versions:

- 8 meters long

- 12 meters long

Indeed, in the way to personalize the meeting between the public and the sound souvenirs taking place in the tunnel, it is possible du propose a « memories call » via the residence structure website. In that case, the « new » memories will be mixed to the actual matrix.

## HOW TO USE PASSAGE

« Passage » reacts to the behaviour of the visitors (direction and speed of movements). Each entry in the tunnel activates a different sound-memory and light-environment. It is possible to walk through without stopping (in this case only the sound position evolves with the visitor's movement); it is also possible to get into the « introspective mode » by stopping for a while or by stepping back suddenly. In this mode (characterised by the sound reaching the low register and by the lights pointing the exit « door »), the interaction is much more developed.

- the reading of the memory « freezes » and the position of the visitor in the tunnel acts as a pick up head
- each movement activates « fragments » of memory, changing according to the localisation
- sudden changes of behaviour (sudden accelaration of the visitor) are analysed by the system as accidents (lighs and sound are then back)
- producing several accidents in a row leads to a progressive distortion of sound and light
- Beyond a certain number of accidents, the tunnel « ejects » the visitor and empties of any content.

