PART 1.6 · ABOUT 2 MINUTES

# Learn from built examples

Our own immersive works, and what they taught us. Read each one with your overlay in mind.

## Tendrenetic

Ethan Marshall Cohen and Caitlin C. Harvey · Vander · 2026

**Vision:** interactive spatial audio installation exploring the analog relationships between gallery visitors and artworks on the one hand, and organisms and ecosystems on the other hand.

**Format:** 10.1.5 active soundsystem + 10 ‘tendril’ piezo sensors + Max/MSP architecture

**Implementation:** generative/interactive system using custom-designed Max/MSP patches, foley and field recordings, sample-based and digital synthesis. Each custom-built ‘tendril’ sensor, when tread on, caused a respective aspect of the sonic ecosystem to recoil/hide. The more the system was ‘left alone’ (the sensors left untouched), the more the sonic ecosystem developed and flourished.

**See it: weathercitizen.media/work/tendrenetic**

## Self-responsivity within a resonant body

Ethan Marshall Cohen and Maro Kariya · Norwest Gallery · 2025

**Vision / Goal:** water-themed soundscape

**Format:** 4.1.3 · passive speakers + sim-racer 7.1 interface / amplifier

**Implementation:** Generative sample-based spatial sound exhibit exploring resonance: samples using custom hydrophones, cymbals, and a bath tub full of water. Atmospheric samples from Belle Isle and other natural areas. As the systems progressed, new combinations of samples and atmosphere were generated.

**See it: weathercitizen.media/work/norwest**

## Echosystems

Ethan Marshall Cohen and Maro Kariya · residency at Neighborhood Art School, Detroit, 2025 · Clyfford Still Museum, Denver, August 2026

**Vision:** immersive spatial sound shows aiming to create science fiction futuristic soundscapes

**Interactivity:** motion tracking and TouchOSC

## Park Echoes

Maro Kariya · August 2025

An immersive audio call and response game built for Sidewalk Festival 2025, where participants were invited to collaborate to reveal a generative soundscape from Eliza Howell Park, evoking connections with other participants through interactive sonic programs.

**Format:** Fieldspeakers (outdoor 7.1.4 + TouchDesigner + microphone)

**See it: marokariya.info/ParkEchoes**

## Pleinair TV

Ethan Marshall Cohen, Maro Kariya and Kristyn McKinney · 2025

**Vision:** drawing from the art practice of *plein air* (the French practice of painting outdoors in natural light to capture real-time changes in weather, atmosphere, and scenery), this audiovisual work surrounded a CRT video wall and opposing projection screen with an immersive sound system, all situated within an urban arboretum in Detroit, MI.

**Format:** 3×3 CRT wall + projection screen + 8.1 active sound system

**See it: weathercitizen.media/work/pleinair**

## Thirsty Machine

Maro Kariya · October 2023

**Vision / Goal:** Abstract short story about a replicating machine which reproduces incessantly, creating heat, and eventually exhausts a country's water supply. Based on von Neumann's self-replicating machine.

**Format:** immersive a/v (24-point audio and projector system)

**Watch on YouTube: youtube.com/watch?v=Hm5Y4mkM3dI**

## Mirror Glyph

Maro Kariya · November 2022

**Exploration:** What is a reflection? How do reflections change the ways we see ourselves? Are androids more than reflections of ourselves? A glyph is a symbol, yet the relation to the meaning is changeable. What happens when symbol meanings are lost from us, when we lose control of information? Each letter within the Roman and katakana alphabets is mirrored at 12 angles (intervals of 30 degrees) to create novel characters, illustrating how familiar symbols can quickly become foreign through the process of reflection.

Watch on YouTube: youtube.com/watch?v=ZIFhg6Zny3k

## Crickets of Semantra

3.1.3 · Spatial Sound Festival · September 2026

Details coming soon.

END OF MODULE 1

# You listened, named and placed your sounds, and gave them a system.

Bring your field sheet to **Module 2: Hearing and Making Spatial Sound**. Your starred sounds go into Inviso, so you can hear your plan on headphones.