



Immersive Noise

Analema Group and University of Greenwich BA (Hons) Animation

Immersive Noise : Friday 14 June 6-9pm
Audience Participation : Saturday 15 June 2-5pm
VR demo and Talk : Sunday 16 June 3-4pm



Immersive Noise is an exhibition by the **Analema** Group and researchers and undergraduate students of the BA (Hons) Animation at University of Greenwich. The installation will feature the participatory artwork *KIMA Noise* by the Analema Group and experimental practice-based research into Gaussian splats and ambisonic sound by staff and students at the School of Design.

KIMA Noise is a participatory artwork originally exhibited as a site specific installation at Tate Modern by the Analema Group. *KIMA Noise* invites audiences to explore the impact of urban noises interactively through 360 sound installation and drawing an ambisonic sound trajectory - a virtual sound walk. Using specific urban sound sources, the audience experiences urban noise as spatial soundscapes, responding to it, physically engaging and interacting with it. The audience is invited to interact with noise and sound streams from across the globe and to stream their own noise soundscape from wherever they are.

Originally intended to raise aware of the phenomenon of noise pollution, and exhibited at Tate Modern, the project was reimaged as part of the AHRC-funded p_ART_icipate research project on the effect of participatory online art on health and wellbeing in collaboration

with University of Greenwich, CNWL NHS Foundation trust and Brunel University. In this sense, KIMA Noise not only explores the effect of participatory art on wellbeing, but also raises awareness for the effect of noise on health. The Analema Group consists of Dr Alain Renaud, Olive Gingrich, Evgenia Emets, David Negro, Marc S. David and Gaelle Berton

The exhibition also features work by researchers of students and staff at the University of Greenwich: Gaussian splats are Neural Radiance fields or NeRFs are AI-based neural networks to represent and render realistic 3D scenes based on an input collection of 2D images. In recent years, NeRFs have revolutionised 3D scanning, 3D asset generation as well as streaming technology. The team has expertise in combining NeRFs with background image and generation, augmented reality (George Spencer, Ryan Flynn), immersive sound (Ian Thompson) and immersive technology (Julie Watkins, Olive Gingrich, George Spencer). The artwork has been created by undergraduate researchers Eulalia Civit, Christopher Gainz, and Maria Reyes Reyes.

Join us on the 14 June for the opening of Immersive Noise at Cable Depot in person or virtually.



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