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**THE ILLUMINATORY SOUND ENVIRONMENT
ZKM SUBRAUM VERSION
21 III 13 - 12 V 13**

By an *Illuminatory Sound Environment* (ISE) is meant a *psychotropically working sonic agency* which transports the listener to an alternate state of mind the portals to which are closed without the sound as guide and input. ISE works on more than one level of mind and the priming of all these levels increases the listening subject's receptivity to the ramified lamina of "sheets of sounds" which build up the integral sound defining the sonic space engaged.

ISE needs a dedicated acoustic space which provides the listener unlimited access to its sound which is often continuous and frequently cyclic as all pitches are fixed in accordance with standards of just intonation. The repeated exposure to this sound environment exerts a *priming* of the attentive listening subject consisting in an activation of neural plasticity dynamics which lays down new signal paths connected with neural sound processing sites. As a function of this neural priming activity, the listening subject acquires a heightening sensibility to present threshold acoustical events by cultivating new neural tissue - the innervation of which provides the portals to hitherto unvisited and unmapped sonically mediated sites and regions of mind.

ISE is intended as a *new paradigm* for experimental electronic music which introduces a new purpose for the attentive listening subject consisting in a reorientation of auditory driven consummation and behavior. It is therefore useless to compare our paradigm with any past or contemporary form of music - the listener is encouraged to forget about other paradigms in order to be able to chose the appropriate *tactic(s) of attention* required to engage with our new paradigm. With regard(s) to the latter, in spite of our use of traditional sound sources traditional tactics of attention are inapplicable as the electronic sound processing (analog, digital) forges *new composite sound wave forms hitherto never produced*. Hence, in order to experience and appreciate the novelty of the latter, the listener needs to choose *ever novel tactics of attention* in order to probe all levels of this sound paradigm. With this listener-interactive aspect for the sounds of ISE, we offer a new purpose for the listening subject.

The ZKM SUBRAUM VERSION of ISE comes in three "flavors" (rasas) , two by Flynt (Celestial Power/Glissando No.1) and one by Hennix (Rag Infinity/Rag Cosmosis), the three flavors alternating daily in accordance with the schema: Flynt, Hennix, Flynt, Hennix... (see PLAY LIST for details).