

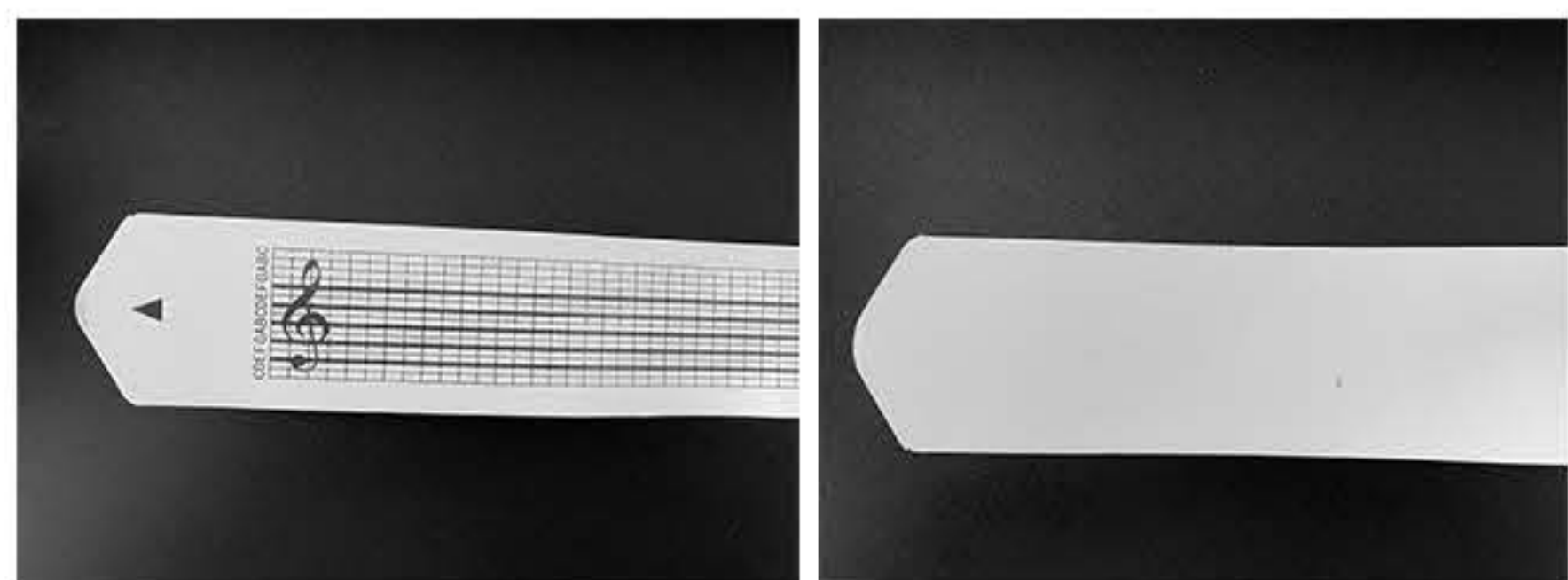
filigree traces @ Plenty?

louise harris, 2022

filigree traces is a site-specific, participative walking-in-sound work designed to encourage you to engage with the shapes, forms, patterns and experience of this environment and how you might think through and explore these in sound and body.

distributed around the festival are a series of music boxes.

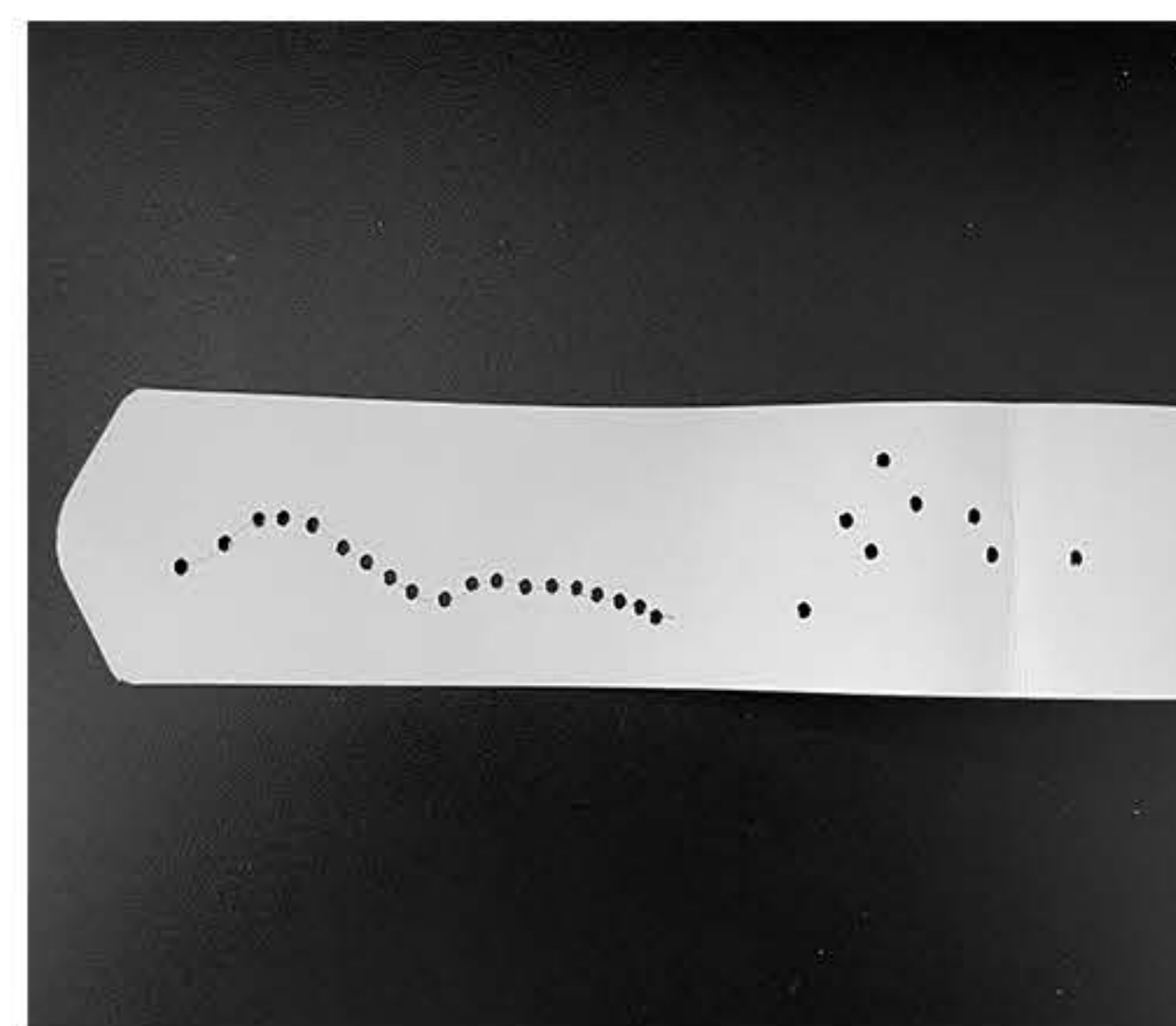
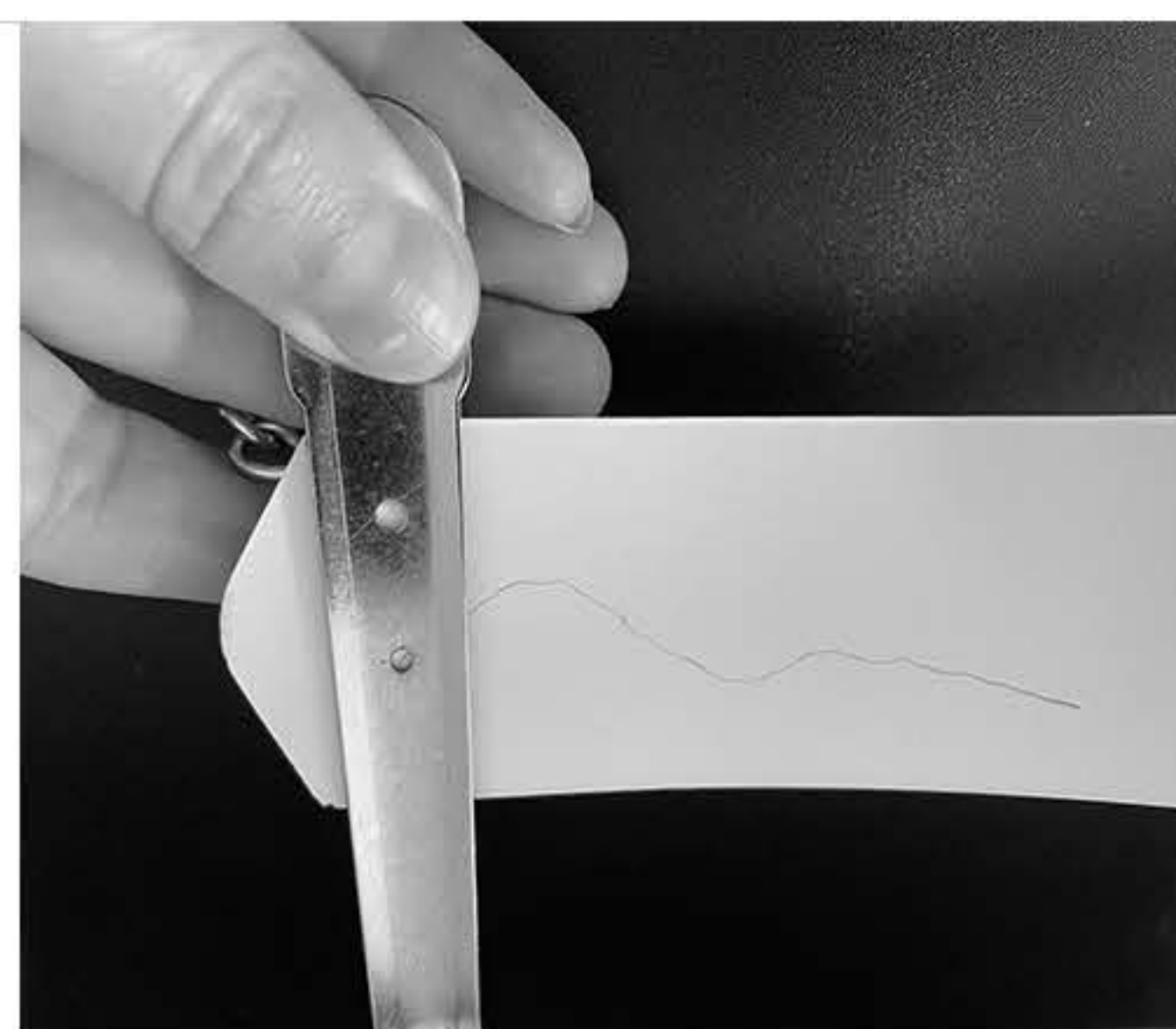
take a piece of music box paper and a pencil and use this to document your journey through the site in whatever way you wish.



the paper has a printed and blank side. you can use either.

you might want to try some of the following:

- document your journey in walking, adding a pencil mark after a certain number of steps, or associating certain marks/positions with your seeing particular geographical or organic features/objects/phenomena.
- map particular locations or 'things' through marks on your paper – for example, the shape of planting in an allotment could be mapped to a drawing on your paper.
- vary your approach to documenting your walk at each stage, or keep consistent throughout.
- keep the journey as one piece of paper which you add to with each subsequent environment, or tear off each strip as you 'complete' each section of the walk.
- between each music box, try to hum/sing/recall the musical patterns you created in the last stage of your journey. Try to hear these in different environments/places, using your voice and body to interrogate these new landscapes through your sonic response to previous ones.
- does the walk/environment evoke memories or bring to mind any fragments of music/sound? Try to vocalise these as you walk, or document them on your paper.
- at each station, use the hole punch to turn your marks and drawings into notes to be played, then feed these through the music boxes to hear your sounds.





the rough locations of each of the music box stations is shown on the map above, marked with the blue dots

if you would prefer, just walk through the site and happen upon the boxes - you don't need to use the map. you also do not need to visit all the boxes, or visit them in order.