

TH.e.SS.scape

Thessaloniki distilled in a site-specific map of soundscapes.

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Sketches created by the artist during the research process

TH.e.SS.scape is a collection of soundscapes constructed to place the listener in a habit-at of active perception. The soundscape collection emerged out of a listening practice from the intimacy of my balcony. By choosing to listen to a soundscape, and to sounds within it, you create your own version of it. What slips your attention is lost- sound is ephemeral- and what your attention remembers creates your surrounding environment. Be open to what comes.

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The environment you create when listening to TH.e.SS.scape will be inherently rooted in the city of Thessaloniki, Greece . The raw materials of the soundscapes were sourced/recorded during a practice of listening for 15 days consecutively, from 8.30-9.00am each day, post- Covid19 lockdown. Sound was captured during the awakening of the city; perhaps an attempt to capture the new beginning, to tabula rasa, within the habitual practice that developed.

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Sound was captured from a 1 square meter balcony. Sound negated any sense of stillness. Diverging “attentions” create(d) different locales* which more often than not bring you closer to what surrounds you. Entering the virtual habitat, the soundscapes construct a non-linear map. Each day/soundscape, surrounds “Day 4” on the map (website) and highlights a slightly divergent locale. In “Day 4” technology and the artificial have intervened least.

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[*The word “locale” refers to a place that is associated with and characterised by specific events. The definition was based on that given by the Oxford English dictionary <https://www.lexico.com/>]

HOW TO TH.e.SS.scape:

- Please have head/earphones with you available.
- If you can, find yourself a small and intimate space. It can be indoors or outdoors. Sit down, close your eyes and imagine a slight breeze hovering over your exposed skin. Pick up any scent that is lingering around you.
- Open the soundmap (<https://thescapeonline.wordpress.com/soundmap/>). It is optimally navigated from a computer screen or a mobile- phone screen. Once you land on the soundmap you can listen to as many soundscapes as you wish.
- Retain the whole map open and visible as the soundscape is playing on the same page.
- Be sure to listen to at least **three** soundscapes. The order that you chose to listen to the soundscapes does not matter otherwise. However, make sure that you listen to “Day 4” and **do not** listen to it **first**.
- Please remember that your second listening will always be different from your first.
- Please note that you might feel the need to close and re-open your eyes; allow your gaze to remain on the screen or let it drift away.
- Before pressing “play”, wear your head/earphones. Adjust the volume as needed.

BREATHE IN SOUND



"I exit; the smell of rain. It's not rain, only a pale veil of clouds remains in the sky.

Rain and freshly prepared coffee.

Birds' chirps peak through the Stream. It has almost disappeared.*

I am in nature.

There is a sense of clarity, transparency. I open my eyes.

Clouds painted on a blue canvas- you can see the brushstrokes. I

lose my sense of breath.

Unnoticed changes.

I take in sounds as breath.

Layers of rhythms.

My left is immersed in a jungle and my right prepares to encounter the city.

It's not political.

A-rhythmical nature and roaring murmurs of motors growling.

I close my eyes again. "

[*The Stream refers to the closest street and associated sounds of cars, motorbikes and buses]



