

SONIC SCAPES

While perception is usually seen as a faculty that allows us to absorb information from our environment, it's more accurately functioning as a filter: amidst a cacophony of signals, we isolate and receive those considered most relevant to our survival. By focusing on certain stimuli through certain senses, we're better able to make sense of our environments. Yet, there is an impossible density of information around us all the time, which we are not perceiving, and at an even greater volume in cities.

In *Sonic Scapes*, Chris Tille brings to view some of the hidden information of major cities—Amsterdam, London and New York—through an act of digital synaesthesia. He uses a relative spectrum analyser, a handheld device that can detect frequency ranges between 1 Hz and 20 GHz, to record the sounds of the city outside of the capabilities of the human ear. He then translates these sound waves to a visual format, with the lightness of each pixel defined by the frequency and volume of the data. Through this visualisation, we gain an understanding of the wealth of information surrounding us, available, but which under normal circumstances, passes under our human radar.

SONIC SCAPES // Limited Edition - 6 + 2 AP / Photo exposure on Ilford BW Paper