

The Levi-Montalcini Variations

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With VR [Virtual Reality], 3D sonic imaging and graphics, telepresence, and cyberspace as a point of departure, the work examines possibilities of individualizing multi-dimensional sonic environments for listeners and for spaces. Immersive "aural architectures" are constructed, addressing new concepts of experience design — an approach to auditory communication with sonic perceptual information being processed by the listener, in addition to acoustically produced sonic information.