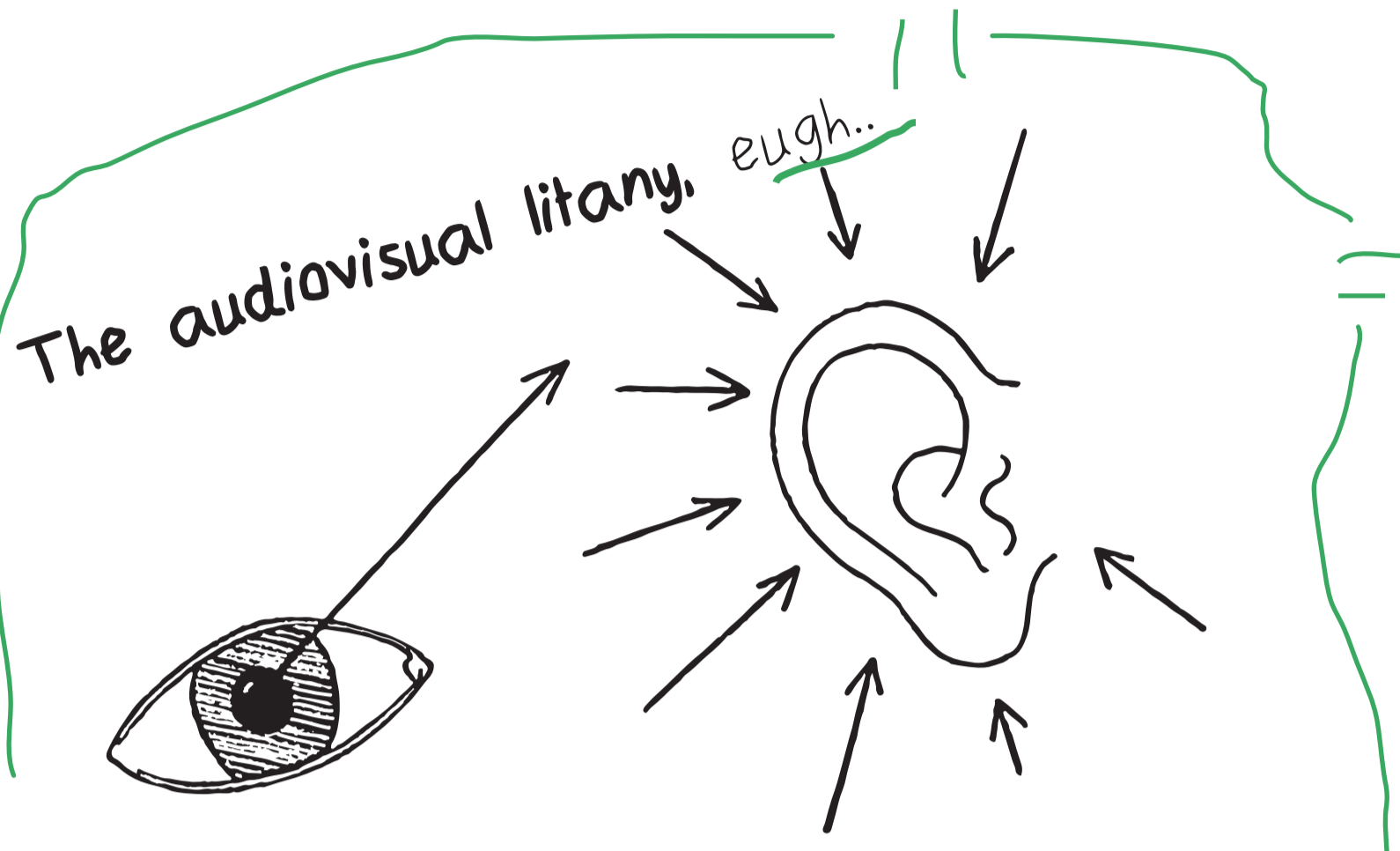
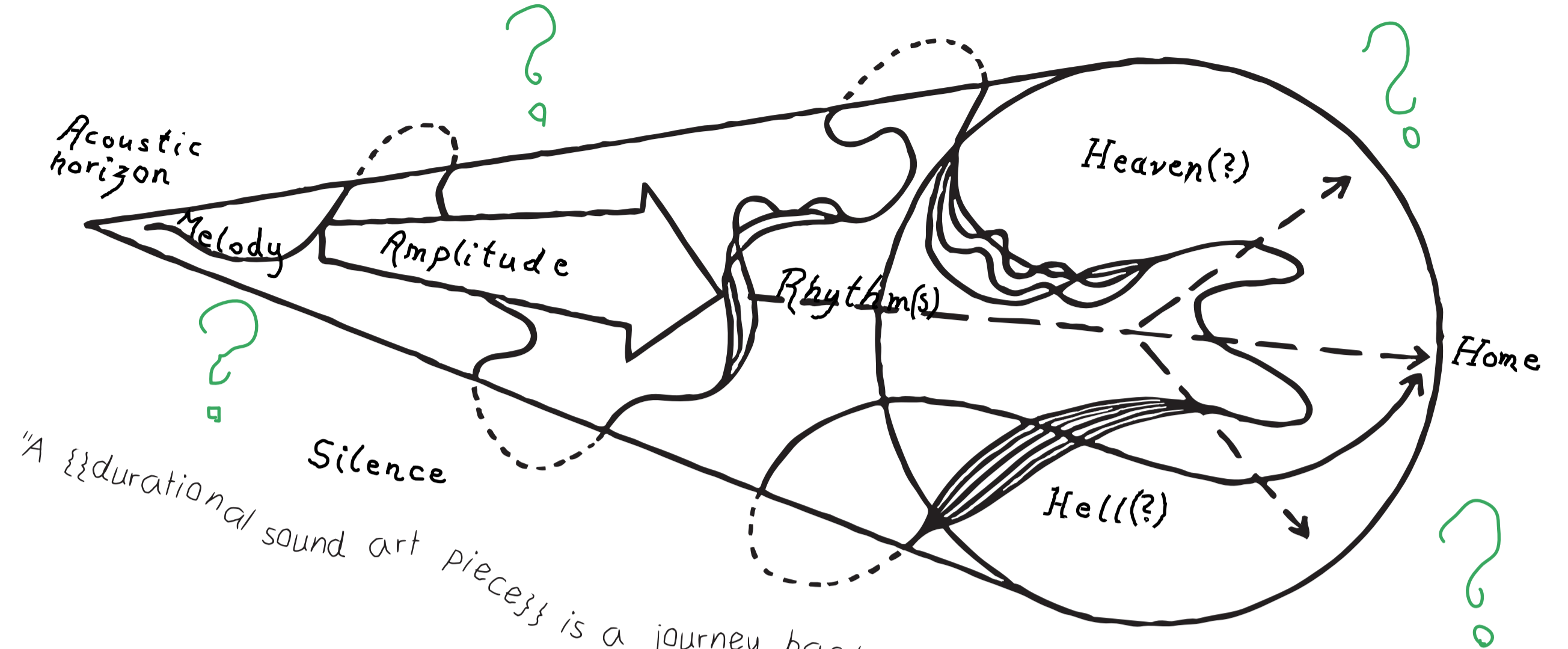


THE NOISE OF OCEANS

Sonic experiences of the objects we cannot see

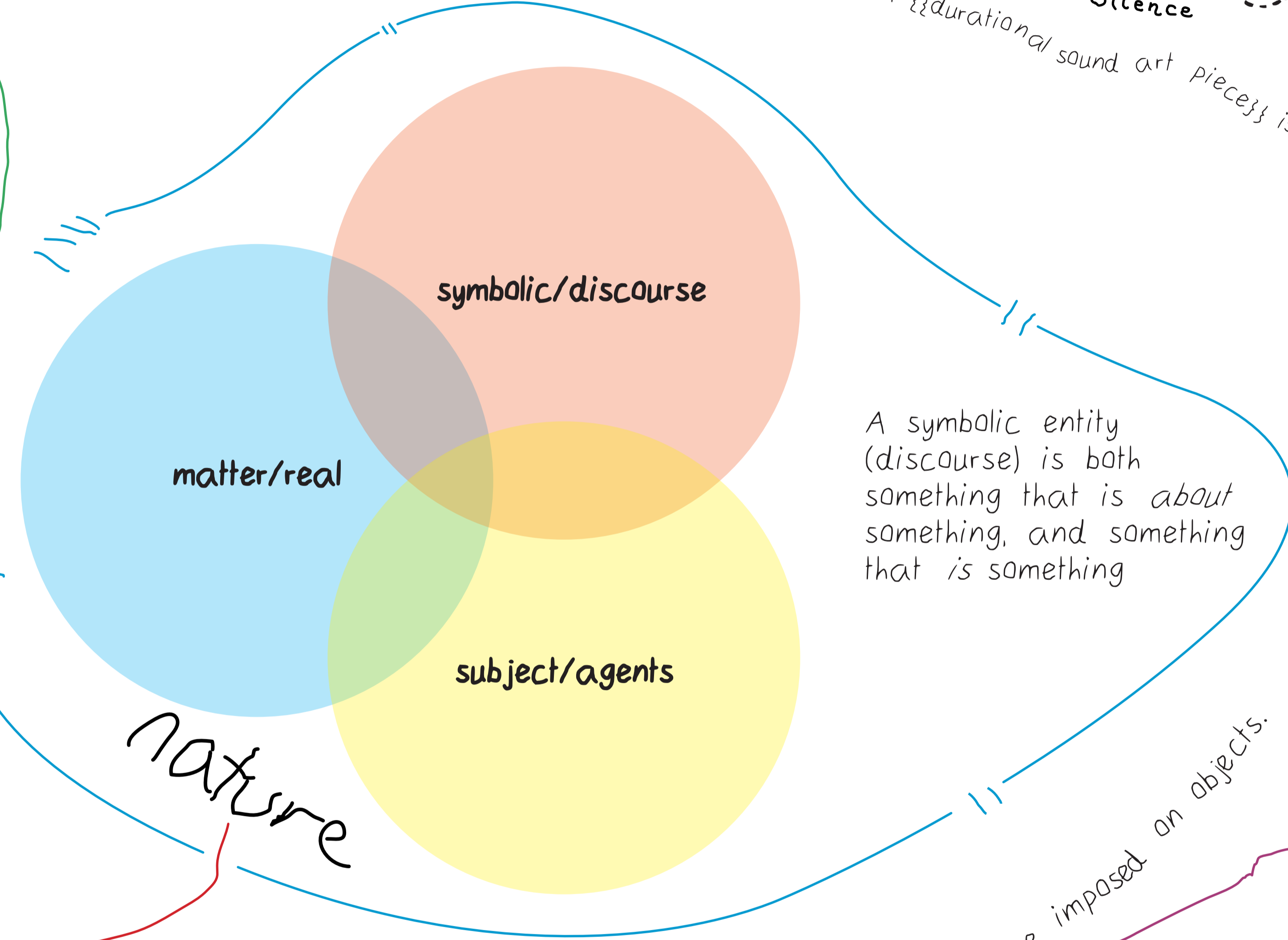


Objects are not just listeners. Objects are also transducers of vibration implicated in the coproduction of sound.



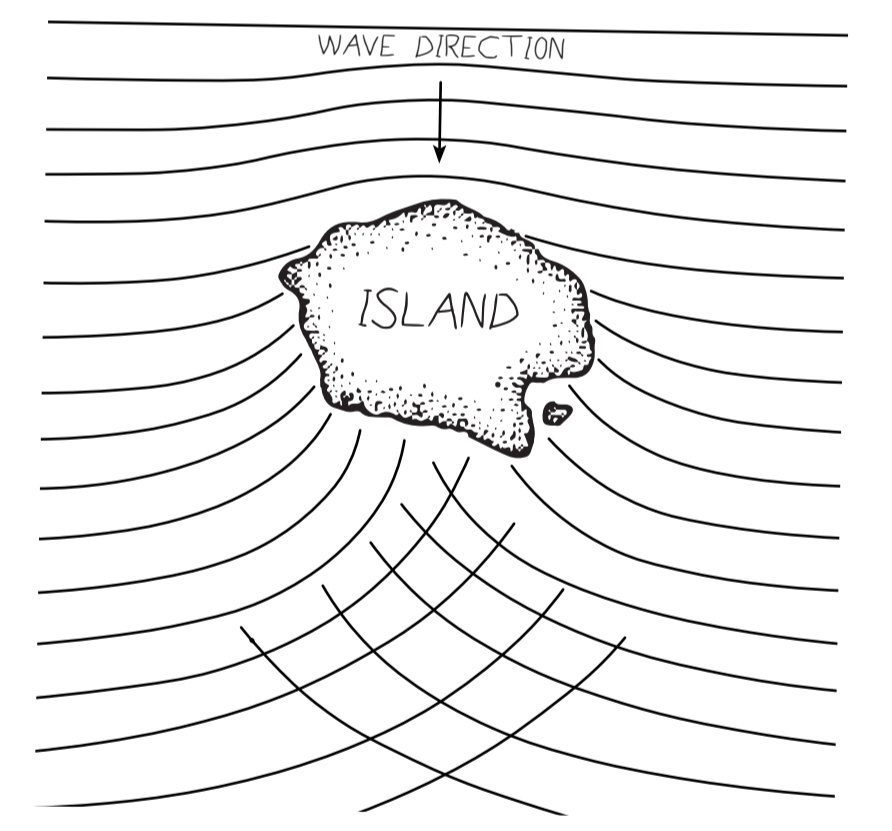
THE OPPOSED TERMS OF THE AUDIOVISUAL LITANY

Aural	Visual
spherical immersion	directional perspective
affect	intellect
temporal subjectivity	spatial objectivity
interior contact	surface/exterior distance
life	death



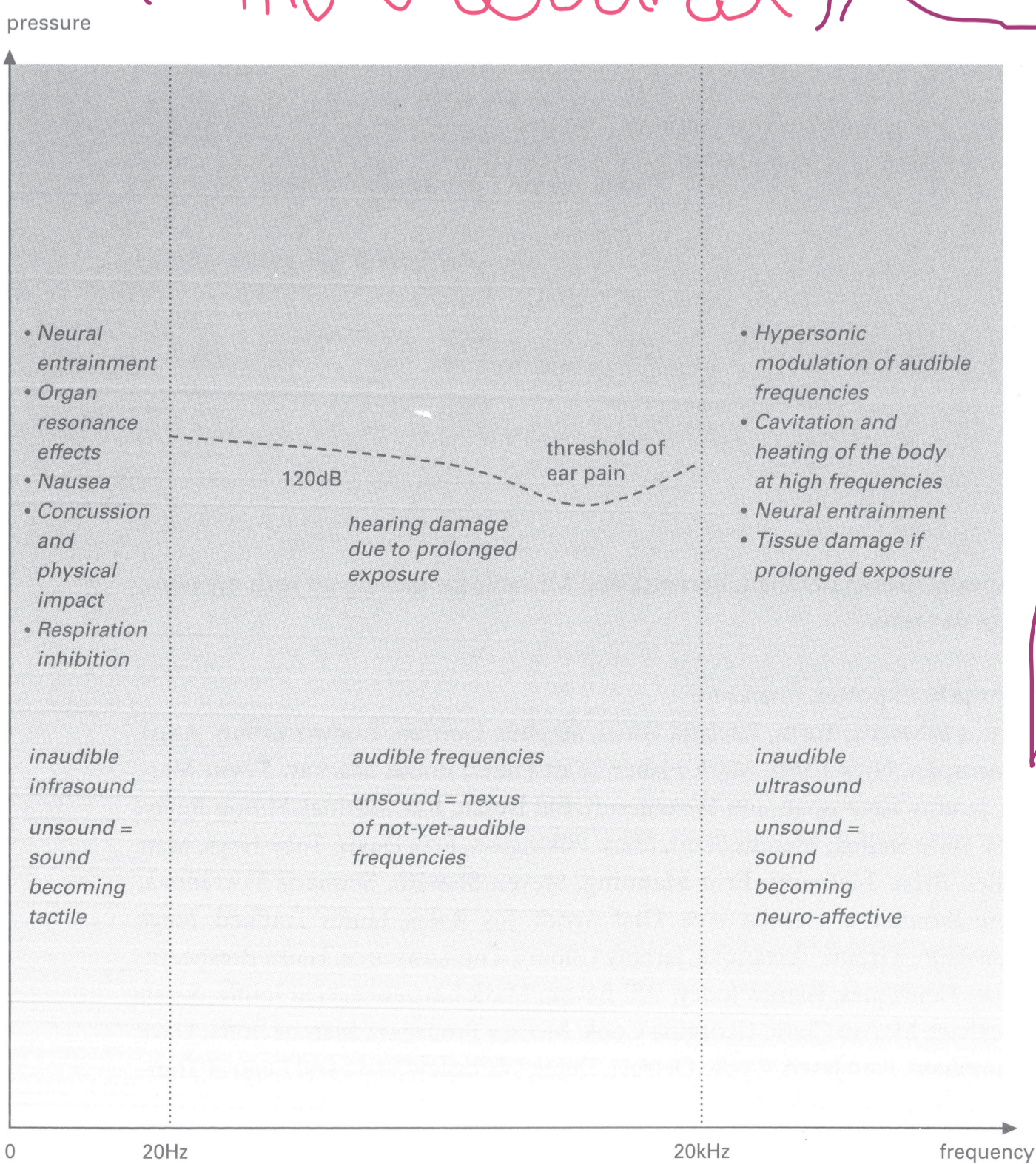
A symbolic entity (discourse) is both something that is about something, and something that is something

Sound waves are not isolated information bearers that can only be understood in their entirety.



The sound we hear when listening to the ocean is actually the limit of the unsound. In the words of Tim Morton, "Infrasound is literally the sound of context exploding."

(((The Unsound)))



Experience, and thus subjectivity, is a violence that should not be imposed on objects.

Nature is not natural and cannot be naturalised

VERY IMPORTANT. DON'T FORGET!

Our image of the ocean is acoustic. In the Challenger Deep, at 10.971m below sea level, the sonic landscape is saturated in earthquakes, ships, typhoons, and baleen whales.

As we listen to the abyss, the abyss listens back at us. Anthropogenic sound fields affect the behaviour of seabed invertebrates, which in turn affects marine ecosystems.

When we hear waves moving, we hear every object in their wake (oilrigs, whales, earthquakes, crustaceans, vessels). Until we too become transducers of that sound.

