Voice of Sisyphus is a time-based study of a single photograph, realized as a continuous performing audio-visual composition. It is presented as a multimedia installation with a large cinematic projection and 4 channel audio, spatializing sounds by speakers positioned in each of the four corners of the exhibition room. The sound composition is produced by an image-processing interface selecting image areas and transform them through frequency filtering, masking, and other methods, meanwhile converting them to sound. The interface operates in real-time and consists of settings visible over the image. The software additionally allows for full polyphonic sound through the build-up of multiple image regions operating simultaneously. The sounds are produced by two sonified regions. The first consists of the full image, providing a harmonic background over which a second contrasting voice is created based on smaller, selected regions of the image. This interplay can be equated to “bass and counterpoint” in traditional musical terms. The visual and tonal values are defined by a set of parameters that include low-pass filtering, hi-pass filtering, frequency, volume, mask, noise, and threshold.

Excerpts of the animation can be viewed online at: https://vimeo.com/99210579