

## BLUEPRINT FOR A SOUNDCAMP 2016

### What is a soundcamp?

A temporary encampment, usually outdoors, to explore the sounds and ecology of a place by being (out) in it - especially around daybreak, when the balance between human and non human sounds shifts. Sounds can be shared by live streaming and listening - remotely and in situ.

The first soundcamp was at Stave Hill Ecological Park in Rotherhithe, London, on the first weekend of May 2014, to coincide with International Dawn Chorus Day. The camp included workshops and listening walks on Saturday night and early Sunday morning., and it was the transmission point for REVEIL: a 24 hour radio broadcast of live sounds of daybreak, relayed by a network of streamers around the world.

In 2015 there were a dozen soundcamps - from Peter Sinclair's lone spur-of-the-moment foray into the country around Niolon to more elaborate events like CONA's encampment on the roof of the European Space Centre in Slovenija. In 2016 there will be more.

REVEIL will work again like a mesh connecting soundcamps, streamers and listeners, relaying live audio from the zone of twilight as it circles the earth over the weekend of 30th April to the 1st of May.





### What is needed?

We imagine each soundCamp will be different. We propose a minimal blueprint based on our own experience at Stave Hill, which includes both a streaming point and a listening point. Each camp will send out sounds at the same time as tuning in to the sounds of other locations. We suggest you adapt this basic model to your own circumstances and requirements.

Choose a suitable place:

maybe avoid busy roads (check maps);  
sleepable ground;  
water

Is there power?

otherwise, you will need solar or wind power and / or batteries

Check the internet connection:

is there wifi or an ethernet connection from a building? otherwise check 3G / 4G maps of ISPs;

Plan on setting up a streaming point, to broadcast live sounds from your location:

you can use a Raspberry Pi ([how to](#))  
you can stream from a laptop (with [Nicecast](#) or [butt](#)) or a phone (with [Locustcast](#))  
ask us for details



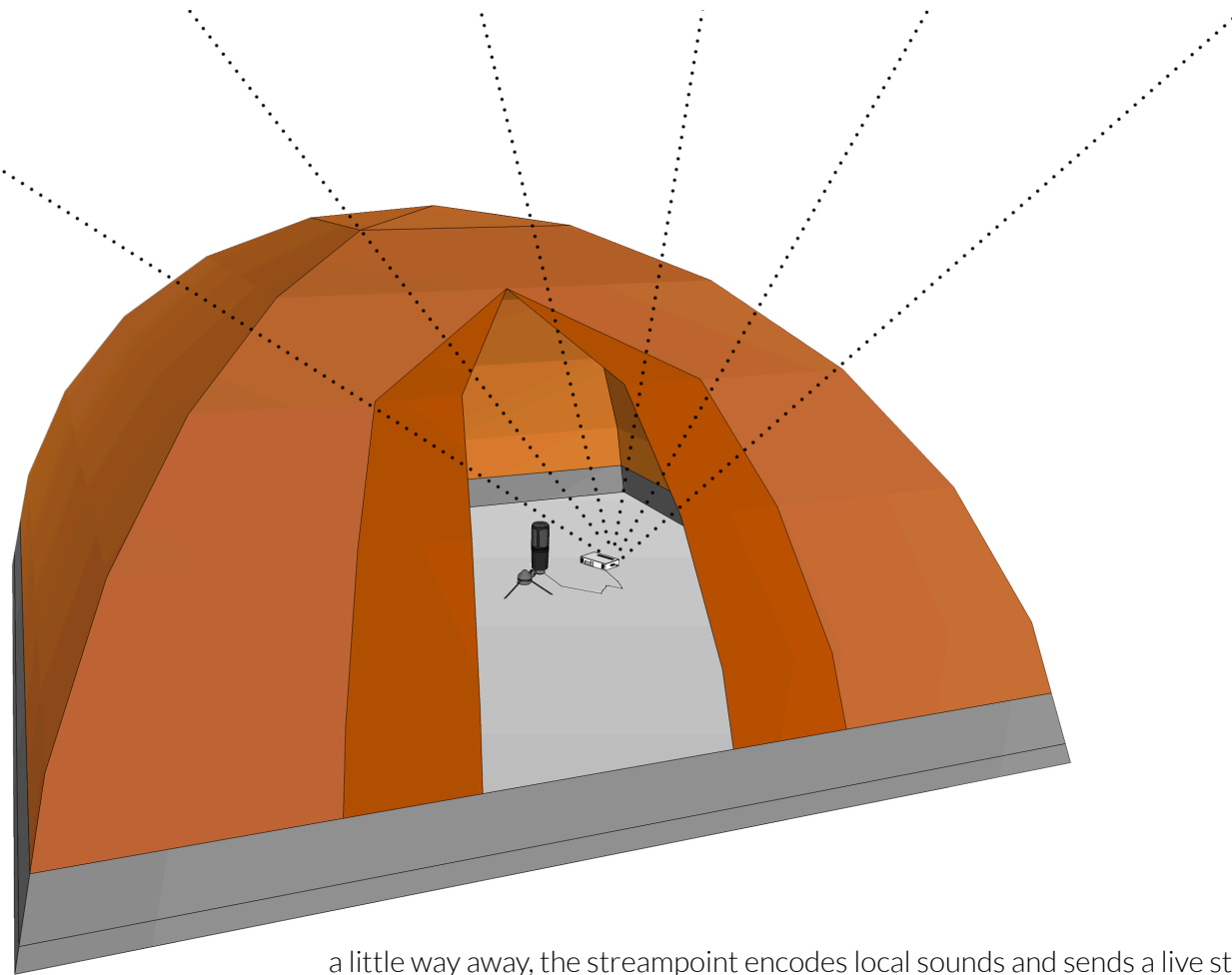
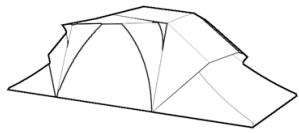
Plan on a listening point with moderate amplification, not too near the microphone for the streaming point above:

how will you access the reveil stream?

depending on your location, you can access the live broadcast over FM, WiFi or 3 or 4G.  
you can pick up the stream at source from Wave Farm's server (at a URL to be announced).  
if your local FM station is picking up the broadcast, you can tune in with an FM radio.  
you can even set up a low power FM transmission for your site (this is what we did)

contact us for details

Set up a communications system (optional) for conversations with other soundCamps

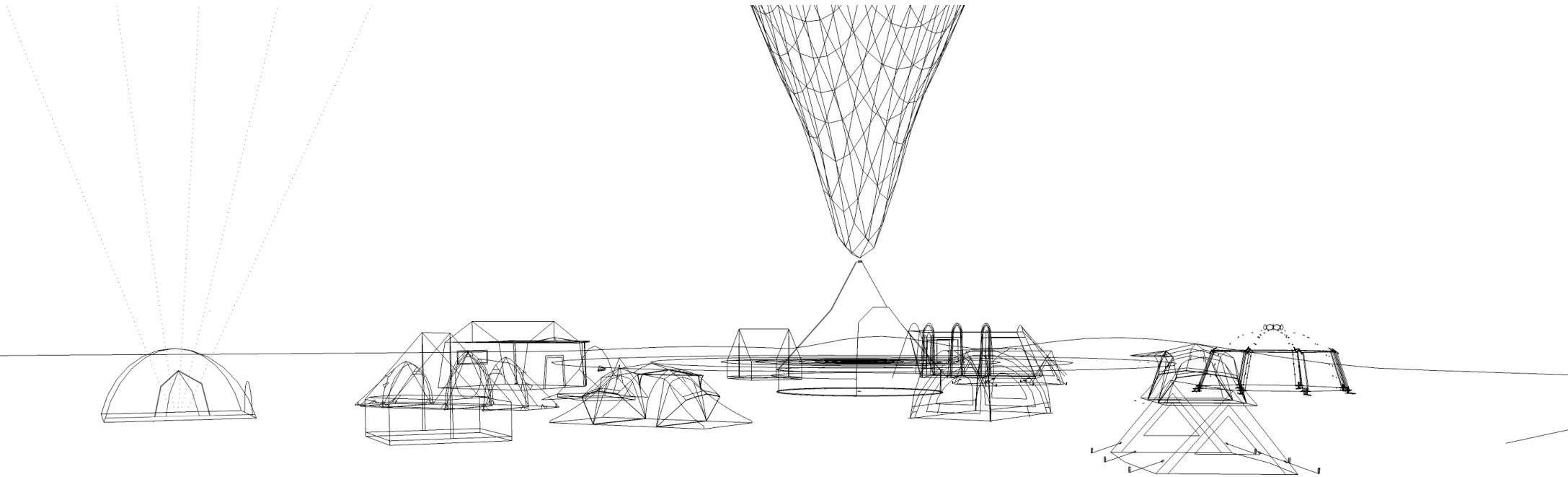


a little way away, the streampoint encodes local sounds and sends a live stream to the interweb



### Where is a good place?

In general soundCamp has been different from the very great majority of streaming audio, which is dedicated to music (mostly recorded) and human speech. In keeping with International Dawn Chorus Day, we have often found the most compelling sonic materials for our purposes at points of contact between human and non human communities - which could be in an urban centre or a remote rural area. At daybreak, human sounds are relatively low, revealing a more diverse soundscape than we can usually hear. You may want to factor this into your choice of campsite.



a live loop is formed



Next

Let us know by March if you are thinking about setting up a soundcamp

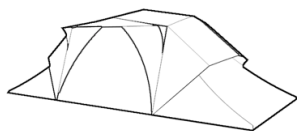
We can probably:

- answer questions
- help with communicating and documenting the project
- supply a streambox
- put your site on the Locus Sonus soundmap
- feature your project at [soundtent.org](http://soundtent.org)
- broadcast your sounds as part of Reveil 2016
- connect you to other soundcamps around the world
- include you in The Live Archive (forthcoming with Uniformbooks)

[www.soundtent.org](http://www.soundtent.org)

[soundcloud](#)

[contact@soundtent.org](mailto:contact@soundtent.org)



## About

SoundCamp is an artist collective based in London. We are initiating and coordinating the soundcamp events for the third year in 2016, and producing the Reveil 24 hour broadcast. Both of these are evolving as annual activities.

The first soundcamp was a local intervention closely linked to a specific place, and was self organised and self sustaining in important ways. Other soundcamps elsewhere have also had a local focus, character and organisation, networked around the Reveil broadcast and sharing a particular terrestrial timeframe. We talk about this as a way of linking and amplifying dispersed ecological and acoustic projects, like stringing beads. For 24 hours these can be heard as a continuum, even a collective work. We talk about the Live Audio Archive: a shifting pool of online sounds that we jointly assemble, dip into and distribute.

The Reveil broadcast has been a collaboration from the outset. It depends on the many streamers who are up and about before daybreak, often after long periods of preparation. It has evolved in close association with Locus Sonus and the live open microphone network they pioneered at the Hautes Écoles of Aix and Bourges. The Reveil stream is hosted by Wave Farm in Acra, NY and broadcast locally by WGXC FM. The broadcast is picked up by Resonance FM, our broadcast partner and sponsor in London, and a growing number of other FM and netradio stations around the world.



[www.soundtent.org](http://www.soundtent.org)

[soundcloud](https://soundcloud)

[contact@soundtent.org](mailto:contact@soundtent.org)