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issue

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[:: Leonardo Music Journal \(Vol 16\)](#)[:: Leonardo Abstracts Service \(LABS\): Top-rated abstracts 2nd and 3rd Qtr 2006](#)**Job Postings**[:: Art Institute of Chicago - Faculty in 2D Animation](#)[:: Art Institute of Chicago - Faculty in 3D Animation](#)**Leonardo Music Journal, Vol. 16 (2006)***Noises Off -- Sound Beyond Music*

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Complete information: <http://leonardo.info/lmj/lmj16.html>

These days sound is more than just music. Museums, galleries and artists' studios are getting noisier: It's not that there is so much more "Sound Art," but rather that so much more art has sound. Cell phone ringtones generated \$4 billion in sales worldwide in 2004. Incoming email and outgoing popcorn announce themselves with plops and gongs and boops and beeps -- the emerging field of "sonification" addresses this proliferation of all these "earcons" and other representational uses of sound. While CD sales shrink with the proliferation of peer-to-peer file exchange, the creative use of sound is expanding in almost every other part of our lives. The contributors to the special issue "Noises Off - Sound Beyond Music" (LMJ16) address this expanded role of sound in art and everyday life. The CD "Interpreting the Soundscape," curated by Peter Cusack, accompanies LMJ16.

**Introduction**

Noises Off: Sound Beyond Music

by Nicolas Collins

**Articles**

Interactive Sonification: Aesthetics, Functionality and Performance

by Gil Weinberg and Travis Thatcher

Listening to the Mind Listening: An Analysis of Sonification Reviews,  
Designs and Correspondences

by Stephen Barrass, Mitchell Whitelaw and Freya Bailes

space-dis-place: How Sound and Interactivity Can Reconfigure Our  
Apprehension of Space

by Stuart Jones

Notes on A Record of Fear: On the Threshold of the Audible

by Louise K. Wilson

Acoustic, Electric and Virtual Noise: The Cultural Identity of the Guitar

by Gavin Carfoot

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Spatio-Aural Terrains

Unyazi

Welcome the year  
with a new grooveCheck out LEA's  
Supplement to  
Leonardo  
Music Journal 16[Wired Magazine on LEA](#)

by Thanos Chrysakis

Toward a Post-Phenomenology of Extra-Musical Sound as Compositional Determinant  
by Seth Cluett

sLowlife: Sonification of Plant Study Data  
by John Gibson

Heat and the Heartbeat of the City: Sonifying Data Describing Climate Change  
by Andrea Polli

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**Special Section: Sound and the Social Organization of Space**

Introduction: Sound and the Social Organization of Space by Tara Rodgers

Sonification/Listening Up by Carrie Bodle

Anatomy of an Amalgamation by Beth Coleman and Howard Goldkrand

Sound Library: A Motion Picture Event by Chris Kubick and Anne Walsh

Recording Carceral Landscapes by Trevor Paglen

BARTology by Matt Volla

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**Special Section: UNYAZI**

Introduction: UNYAZI

by Jürgen Bräuninger

Music Technology at Stellenbosch University

by Theo Herbst

The Burkina Electric Project and Some Thoughts about Electronic Music in Africa

by Lukas Ligeti

Pauline Oliveros in the Arms of Reynolds: A Collaboration

by Pauline Oliveros

The Anxiety of the Client: Dilemmas of the Database as a Compositional Tool

by Matthew Ostrowski

The Borders of Identity: A Personal Perspective

by Rodrigo Sigal

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**LMJ65 CD Companion**

Interpreting the Soundscape

**Tracklist and Credits**

CD Curator's Introduction: Interpreting the Soundscape

by Peter Cusack

**CD Contributors' Notes**

< Scotian Shelf 1 and Scotian Shelf 2 > by Tonya Wimmer

< N. April 16, 2006 > by Andrea Polli and Joe Gilmore

< Concert Room > by Jacob Kirkegaard

< Blue Grass Music and Ant-Steps > by Chris Watson

< Bridge Vibrations > by Rafal Flejter

< Our Streets! > by Chris DeLaurenti

< Magnetic Nets > by Christina Kubisch

< Möbius Fields > by Charles Stankieveh

< Sonic Postcards > by Becca Laurence

< Taiwanese Animal Phonography > by Yannick Dauby

< Sound Massages > by Pascal Battus

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:: [Art Institute of Chicago](#)  
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## Faculty in 2D Animation

The Department of Film, Video, and New Media at the School of the Art Institute of Chicago seeks an innovative animation artist for a one-year full-time visiting artist position. The ideal candidate is able to teach traditional and digital 2D animation as an art form, both technically and aesthetically. The one-year position begins August 2007 and could be extended, pending a performance review.

The School of the Art Institute of Chicago has approximately 250 animation students working in a variety of ways in approximately 15 classes between the departments of Film, Video, and New Media (FVNM), and Art and Technology Studies (ATS). Our students are very high caliber and are interested in directing and producing their own work, while acquiring skills for commercial studio work as well.

Responsibilities include teaching undergraduate and graduate students pursuing studies in animation, both narrative and experimental. Candidate is responsible for teaching three animation classes per semester that may include studio classes, graduate advising, and/or an animation history course. Studio class size is ideal, with between 10 and 15 students per course.

Qualifications: Candidates should have a body of creative work in animation: drawn, cutout, or traditional/digital puppet. Applicants should have teaching experience, and be comfortable teaching drawing; idea development; digital compositing; sound and image. Must be able to teach traditional film techniques; traditional cut-outs, puppets; drawing discs; and interfacing digital media tools and applications such as scanners; PhotoShop; Flash; After Effects; ToonBoom; Final Cut Pro, and ProTools. Terminal degree preferred but not required.

Application procedure: Application review begins February 15, 2007 and will continue until the position is filled. For priority consideration, by February 15, 2007 please send the following materials:

- 1) Letter of application
- 2) Current resume/CV
- 3) Artist's statement
- 4) Teaching philosophy
- 5) Examples of work (DVD is preferable)
- 6) The names and contact information for three professional references
- 7) Self-addressed, stamped postcard to confirm receipt of materials
- 8) SASE only if you would like your materials returned, to:

2D Animation Search/lea  
SAIC  
Office of Deans and Division Chairs  
37 South Wabash Avenue  
Chicago IL 60603

Questions regarding open positions, application procedures, or the search process may be directed to Shanna Linn, Associate Director in the Office of Deans and Division Chairs, at [slinn@saic.edu](mailto:slinn@saic.edu), or 312.899.7472. Consult [www.said.edu](http://www.said.edu) for information on the School and its programs, or [www.saic.edu/about/jobs/faculty](http://www.saic.edu/about/jobs/faculty) for specific application procedures.

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:: [Art Institute of Chicago](#)  
[Department of Film, Video and New Media](#)  
[Faculty in 3D Computer Animation](#)

Applications are invited for the one-year visiting position of Assistant Professor in 3D Computer Animation in the Department of Art and Technology Studies at the School of the Art Institute of Chicago. We seek to find an innovative artist and animator committed to being part of a creative and engaging community of artists, faculty and students. The one-year position begins August 2007 and contract could be extended, pending a performance review.

Responsibilities: Position requires teaching both undergraduate and graduate students pursuing studies in animation, both narrative and experimental. Duties also include the development of new animation curriculum and committee work pertaining to revision and expansion of animation curriculum.

Qualifications: Applicants must hold a graduate degree in an art or design field, or in a related technical field, if evidence of artistic activity is provided. University-level teaching experience and a strong record of creative activities is desired. Experimental approaches to the 3D animation medium are welcomed. Advanced training and substantial professional experience in one or more of the following areas is required: animation, three-dimensional modeling, rigging, surfacing, visual effects, digital lighting, motion capture, and/or digital storytelling.

Application procedure: Candidates should show a body of creative work related to 3D computer animation and indicate a strong artistic focus. Required submission materials: letter of application addressing applicant's qualifications; current resume; separate statement discussing applicant's creative work and approach to teaching; examples and description of applicant's work, DVD preferable; names and contact information (post and email addresses, and telephone numbers) of three professional references; a self-addressed, stamped postcard to acknowledge receipt of your materials; and a SASE only if you would like materials returned.

For priority consideration, by February 15, send materials to:  
3D Animation Faculty Search  
SAIC  
Office of Deans and Division Chairs  
37 South Wabash Avenue  
Chicago IL 60603

Application review will continue until filled.

Questions regarding open positions, application procedures, or the search process may be directed to Shanna Linn, Associate Director in the Office of Deans and Division Chairs, at [Kathleen Quillian Communications Associate](#)

[Leonardo/ISAST](#)  
800 Chestnut Street  
San Francisco, CA 94133  
<http://www.leonardo.info>

Celebrating Leonardo's 40th anniversary!

Join the Leonardo announcement list:  
<http://mailman.mit.edu/mailman/listinfo/leonardo-isast>

"),0] ); /--> [slinn@saic.edu](mailto:slinn@saic.edu), or 312.899.7472.

Consult [www.saic.edu](http://www.saic.edu) for information on the School and its programs, or [www.saic.edu/about/jobs/faculty](http://www.saic.edu/about/jobs/faculty) for specific application procedures.

The School of the Art Institute of Chicago is committed to creating a diverse community of faculty and students, and is an Equal Opportunity Employer. Applicants are considered on the basis of their qualifications for the position without regard to race, religion, national origin, sex, age, disability, marital status, sexual orientation, or veteran status.

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