



samplingplong. © 2009 Joerg Niehage.

samplingplong is an interface consisting of physical objects—electronic junk, plastic toys, compressed air valves, pneumatically operated components, coiling cables and wires—arranged on a tablecloth. These objects are turned into interactive instruments via a computer-controlled device. An improvised ensemble evolves, eliciting by means of mouse-over and mouse-click short miniature compositions of dense rhythmic clicks, hisses, whirs, hums, and crackles. The result is a tapestry of sound bursting forth from the floral-like web of cables and tubes. The installation can be experienced by rolling the projected mouse-cursor over the improvised instruments, causing small sound events which allow the user to play spontaneous improvisations. Clicking these objects starts short programs of loop-like compositions—small “techno-compositions en miniature,” rhythmic patterns of analog (or real) sounds, physical low-tech simulations of electronic, digital music. All represent an ironic comment on interactivity.

Joerg Niehage (Germany) studied Communications Design at the University of Applied Science in Darmstadt. His work operates between the fields of graphic design, installation and sound art. Niehage has participated in exhibitions and festivals that include Ars Electronica (Linz), Transmediale (Berlin), FILE 2009 (São Paulo), Transitio_MX (Mexico City), Schirn Kunsthalle (Frankfurt), Lab30 (Augsburg), the Athens Video Art Festival, and Mousonturm (Frankfurt).