

Notes on Sounds of Selected Installations of *Power Plant*

8-12, 14-19 March 2017, Auckland Domain

Installation:

- 1: In the darkness low haunting WHISTLES loom from the ghostly trees
- **2:** As NEON SIGNS flash (names of rare moths) Vegas-like sounds play from *HEARTH'SONG* (soundscape by NZ artist Phil Dadson). A mix of human, animal and birdcalls ring along the gulley
- **3:** NEON SIGNS Peach Blossom MOTH name sign Voice recording of people making 'oohh' sounds but not saying actual words
- **4:** RADIO GALAXIES Flickering tiny lights in the tree above crackle with the distant sound of radiation from outer space
- 5: FEATHERS spinning low whirring sounds in the gully
- **6:** FIRELIES sound from the whirring of propellers down in the gully
- **7:** DROPLETS Sounds like a pebble or stone dropped into a puddle/into water in a cave because it echoes
- Along the trail Sounds of a morepork owl, and other bird and nature sounds
- **8:** POWER PLANT smoke with red lights fading up and down human, animal and bird calls (*HEARTH'SONG*)
- 9: CICADAS Flashing lights in the bush, sounds like insects, machine gun, woodpeckers
- **10:** EARTHING & PROTECTION fluorescent lights flicker loud static, crackling speaker sound harsh and grating
- 11: Illuminated DRESSES hanging in the trees ghostly voice-like sounds
- **12:** MIRROR BALLS hanging in the trees and old GRAMOPHONES playing Astroturf and other objects making sounds like stones rubbing and rattling around on the gramophone plate
- Cricket sounds echoing
- **13:** LAMPSHADES Sounds like the lampshades are making radio static sounds to try and attract UFOs or as if they are talking to each other
- **14:** REFLECTION Sounds like a gramophone that has been put into water and it is making bubbling sounds as it tries to play music. Behind it whirring KINETIC FLOWERS spin
- 15: SOUND WAVE No sound
- 16: LAMPSHADES UFO sounds echoing
- 17: BLUE PALMS a whistling presence in the background
- **18:** PYROPHONES fire bursts from tall metal pipes making rhythmic popping sounds (on entering)