




TeleNatura Lab

Proof of Concept

Collective
working on different
ways of bringing
nature to the city





**How can we
create an
interface
between
humans and the
wilderness?**



Our Context

In order to maintain a certain level of empathy for non-human species and natural spaces, we believe people should realise that they are part of a larger ecosystem. As cities and wilderness are infrastructurally disconnected, we would like to rebuild the bridge between them through our work.

TransSpecies Radio

Create a set of objects which the user can use to interact with diverse natural habitats

The objects create an audio-visual experience based on real time audio data transmitted from places such as La Camargue, Amazon, and Australia.

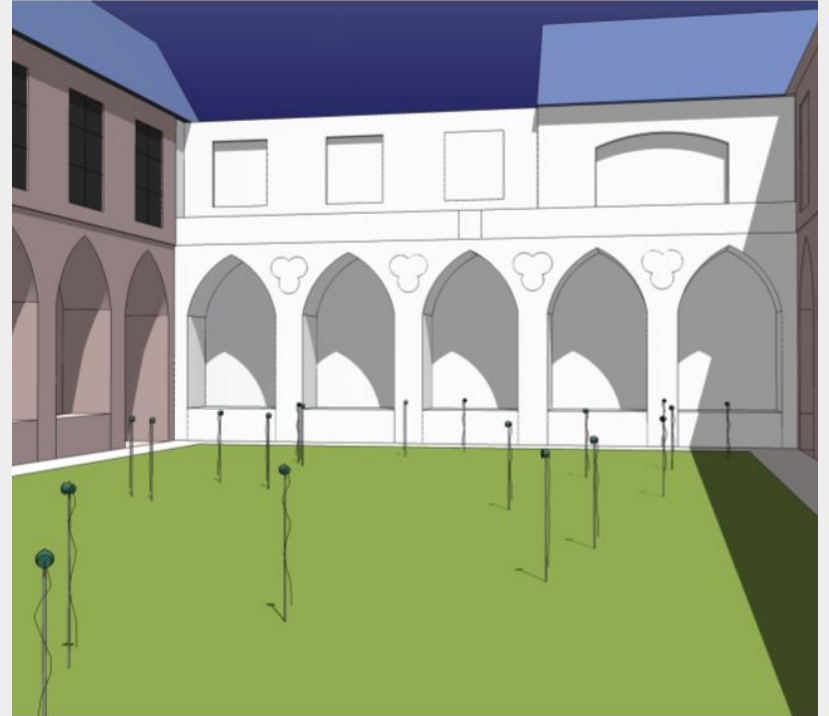
The user hears a live audio stream and can select their own channels. Meanwhile, their motion is modifying the upcoming audio signal, giving the feel of conversation.



Le Grande Orchestre des Animaux

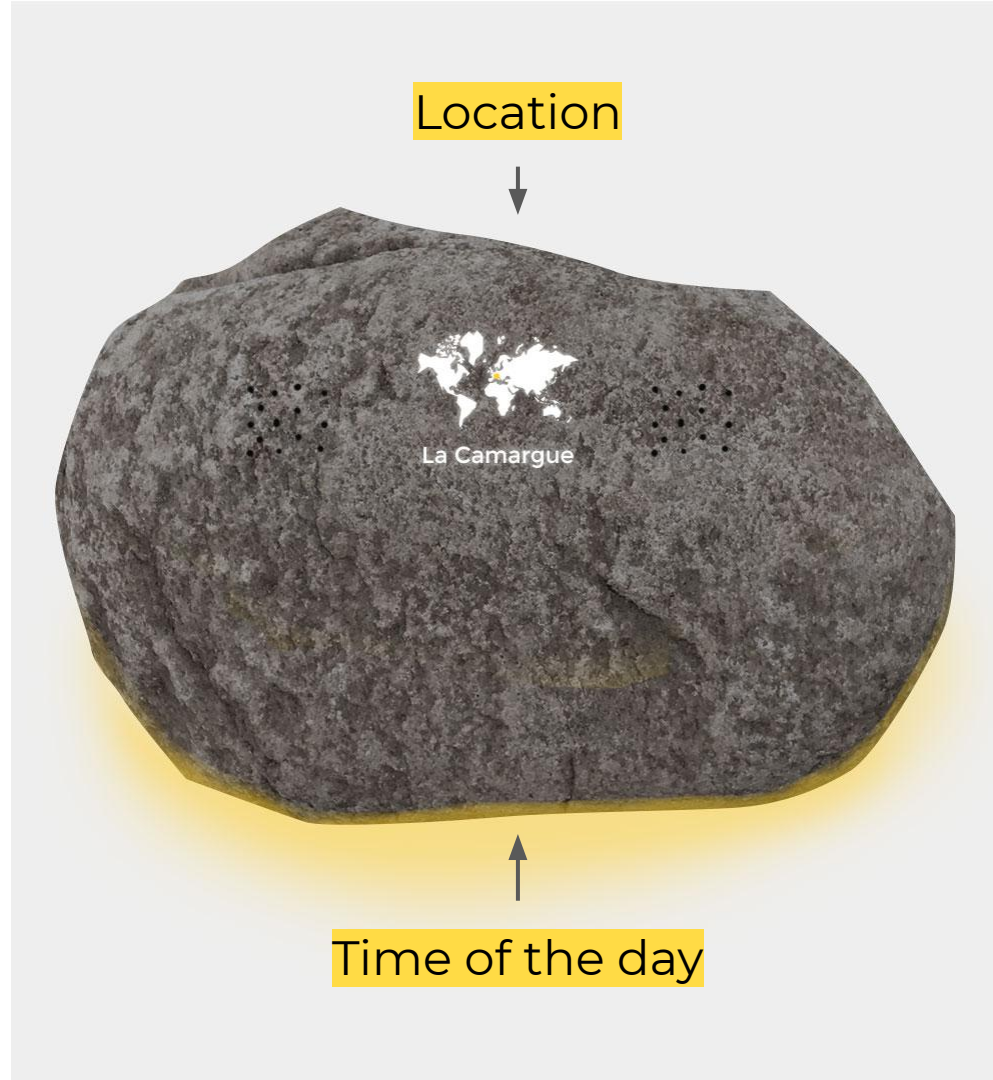


SplitSoundscape



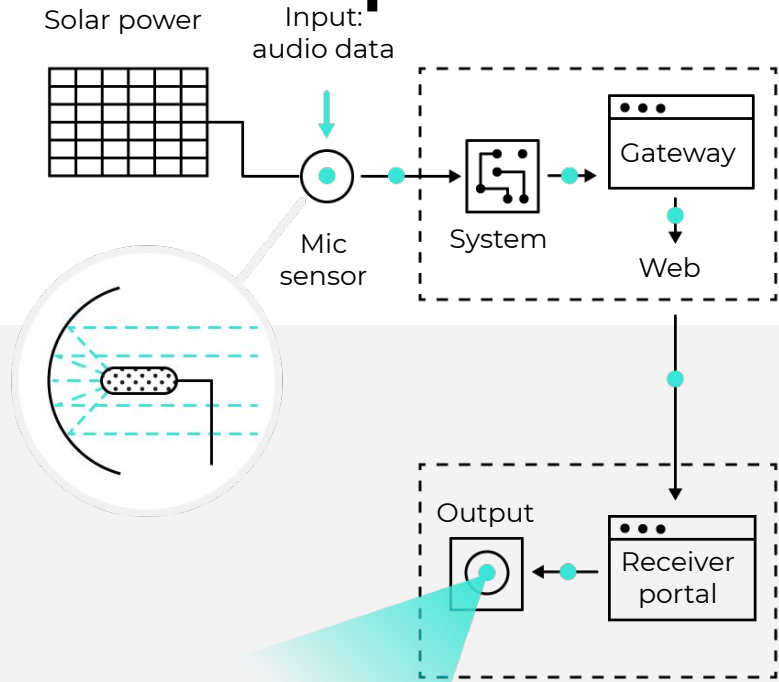
User Experience

The project is an artistic intervention that will attempt to re-establish the connection between humans and the wilderness.





Real time Data flow plan



Field

City

Data Analysis (trial)



Site: The camp
Location:
N- 43° 29' 57.48"
S- 5° 20' 30.118"

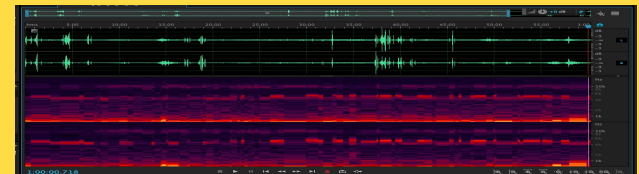
dawn
5:30a.m
to 6:30am

8h

noon
1:00pm
to 2:00pm

8h

dusk
9pm
to 10 pm



Placed in urban areas

Open for anyone to experience something beyond daily life in the city.



City promenades



Cultural institutions

On locations of environmental conferences & festivals

Budget

● **Field Recording Kit (x3)**
Microphone, Parabola (D.I.Y), SolarKit,
Transmitting device
€ 400*3 prototype versions

● **Urban Radio Kit (x3)**
Multichannel Speaker+Amp mix (Rent),
SolarKit, Receiving device
€400

● **Mic Setup Expedition (4 person)**
Transport + stay
€ 500

● **Props**
Sourcing/Relocating large natural
Elements, Lighting
€ 200

● **Misc**
Paint, documentation, and other
€ 200

Total : € 2500

Resources + Tools

What kind of skills we bring to the project and what profiles of experts we plan to use

- **What we have:** Audio programmer, audio hardware expert, field recording knowledge, 3d prototyping, experience design, object design, graphic design
- **What we need:** scenography expert, technological support, resources to connect with NGO's, research stations or other places to get permission to place microphones, UX person, audio streaming support

Timeline



By 8th July

Prototype 1

audio streaming prototype, exploration of possible forms, testing technical aspects, meeting with specialists for support, meeting potential mentors, contact field research stations, set up remote mics for streaming



By 29th of July

Prototype 2

Spatial design, further develop user experience, user testing



By 26th of August

Final Prototype

Final design of user experience and streaming system, production of props, final testing on-site



By 20th Sept

Documentation, communication, and celebration!

Future plans for our collective

- Sonic field workshops
- Organised sensory expeditions to the wild
- Other multisensory artworks connecting people and wilderness

Merci