

Murray Schafer - Soundscape

Figure: sound in aural perceptive **focus**; sound attracting attention; "sound mark" .
- dog barking, human dialogue, carhorn.

Ground: sound as **context**; surrounding sounds / sounds in the background.
- crickets, rain, fire.

Field: the place where all the sounds above are **mixed = soundscape** og "sound stage".
- "jungle", "metropol", "at the sea".

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Sonological Competence: being able to perceive, analyze and design / express a soundscape.

Hypothesis: In order to communicate sound you have to have to be able to design it or re-create it.

Sound perception is thus close connected with **analytical competencies** and **language**.

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3-step plan for design of soundscapes:

The immediate: the primary sounds that should be **listened** to / the main focus / figure, maximum of 2,5 sounds at a given moment.

The support: other sounds in **vicinity** of the immediate / primary sounds.

The background: sounds supporting "the setting of the stage, background sounds, drones.