

This is a copy of the published version of this document, reproduced here on this repository with permission of the publishers:

Lovett, Matthew (2015) *Company of Trees.* Helen Sear ...the rest is smoke.

Published in Helen Sear ... the rest is smoke

We recommend you cite the published (post-print) version.

The URL for the published version is http://www.experiencewalesinvenice.org

Disclaimer

The University of Gloucestershire has obtained warranties from all depositors as to their title in the material deposited and as to their right to deposit such material.

The University of Gloucestershire makes no representation or warranties of commercial utility, title, or fitness for a particular purpose or any other warranty, express or implied in respect of any material deposited.

The University of Gloucestershire makes no representation that the use of the materials will not infringe any patent, copyright, trademark or other property or proprietary rights.

The University of Gloucestershire accepts no liability for any infringement of intellectual property rights in any material deposited but will remove such material from public view pending investigation in the event of an allegation of any such infringement.

PLEASE SCROLL DOWN FOR TEXT

CYMRU YN FENIS WALES IN VENICE

ffotogallery

...the rest is smoke HELEN SEAR

The composer Matt Lovett talks about his process for creating the sound for Helen Sear's The Company of Trees

All recorded sound is altered sound: the act of re-presenting an acoustic event through recording and playback fundamentally changes what it is that we are listening to. *Company of Trees*, in foregrounding this transformative process as part of its visual aesthetic, resonates with the way in which different degrees of transformation of sound can affect our listening experience. The brief to work with field recordings of birdsong and tree-felling in woodland in Monmouthshire allowed for this process to be explored through sound composition, in parallel with a set of images that are both recognisable, and at the same time fractured by zoetropic editing and dense layering. We can see and hear *Company of Trees*, but we don't quite know what we're looking at and what sounds we're hearing.

The sound work also explores different presentations of time. By definition, film and video allow us to experience at least two forms of time simultaneously, for example, where a series of images depicting the passing of a day, might be cut to a piece of music lasting thirty seconds. As such, *Company of Trees* works to achieve a multi-faceted temporal experience: we are experiencing the passing of time, and we are looking at time passing. Helen Sear's use of split-second editing, and the rhythmic cycles and temporalities that emerge from this approach, for me are reminiscent of Steve Reich's early phase-pattern compositions. In these pieces, the resultant melodies that arise from a shifting series of overlaid melodic fragments are strongly suggestive of multiple speeds and time cycles. In this sense, the sound often works to respond to the rhythms that are operating in the visual material, and builds on these to generate varied timeframes within the piece as a whole. The shifting assemblages that are generated by *Company of Trees* visual and sonic components have resulted in an experience where, after repeated viewings as a contributor to the project, I'm still seeing and hearing new perspectives within the piece.

Matthew Lovett, Composer