

Installations

BREATHE

39mins loop

2021, John-Robin Bold & Andy Cowling, Daniel Vier

AI generated dream journey, music, 3-channel video, grow boxes, plants, LED lights

<https://vimeo.com/626478973>



BREATHE is an audio-visual installation entangled within contemporary spirituality and digital technology. The audience follows a dream journey that was written by the text generating AI GPT-3. What starts as a stereotypical meditation guide to finding oneself, gradually enters uncanny terrain ending in corporeal self-dissolution in the universe – as imagined by the AI. This text was then recorded in an ASMR-like manner by a female narrator and combined with original music by BOLD/COWLING that leads the listener through a stirring dramaturgy of experimental appropriations of elements derived from esoteric, sci-fi and psychedelic genres. While going through these vast sonic transformations, a video is projected that depicts an eternal flight through 3D-animated objects and shapes from similar contexts. Surrounded by self-built grow boxes in which plants related to the field of astrobotany are arranged, the audience itself is invited to grow in this immersive environment.





SYNOPSIS

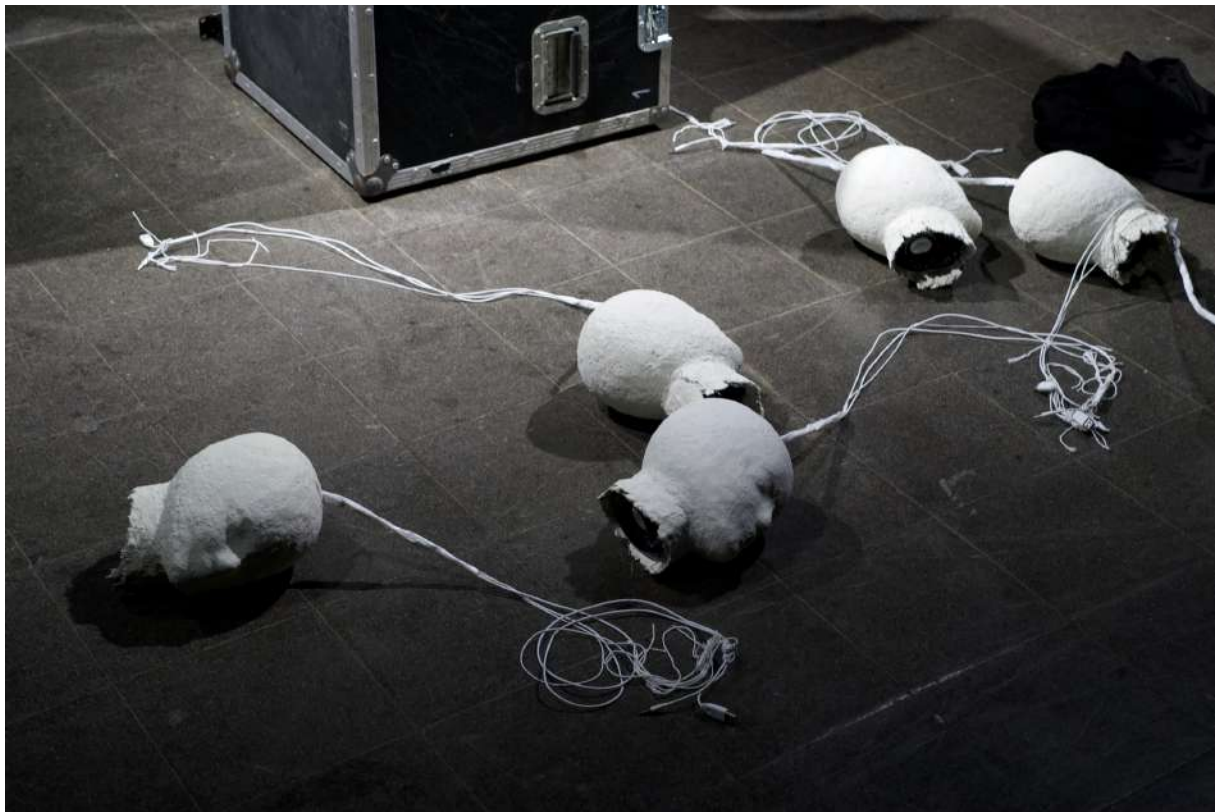
2021, John-Robin Bold & Andy Cowling

Commissioned by Musik21 Festival Hannover

clay-modelled dummy heads with built-in loudspeakers,
book with built-in midi controller, text, samples, MaxMSP patch



An ensemble of model heads with built-in loudspeakers hangs from the ceiling across the room. They express opinions of all political orientations on current issues, antagonisms and crises. The statements come from protests, news, interviews, literature and press releases; from well-known as well as unknown entities. The selection of statements is chosen in such a way that no one can find themselves in perfect agreement with them, no matter from which point of view. In the middle of the room, there is a book in which all the statements are written down. With a midi controller built into it, the sound of each head can be distorted to the point of incomprehensibility. It is up to the audience to shape the discursive process and decide what should be perceived and what should be hidden. However, the network of opinions forms a complex system that can react in unpredictable ways. As such, the creation of a stable, harmonious state remains unattainable.



Website-Specific

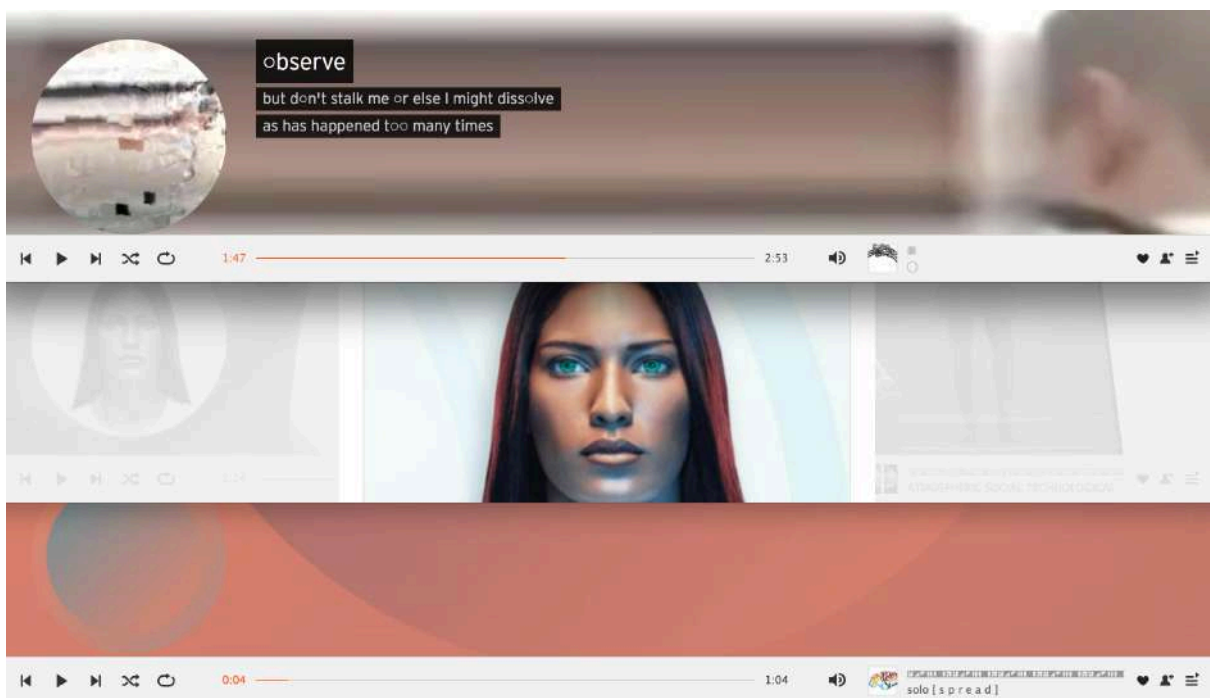
Stream

2017-ongoing

Supported by Musikfonds NEUSTART KULTUR

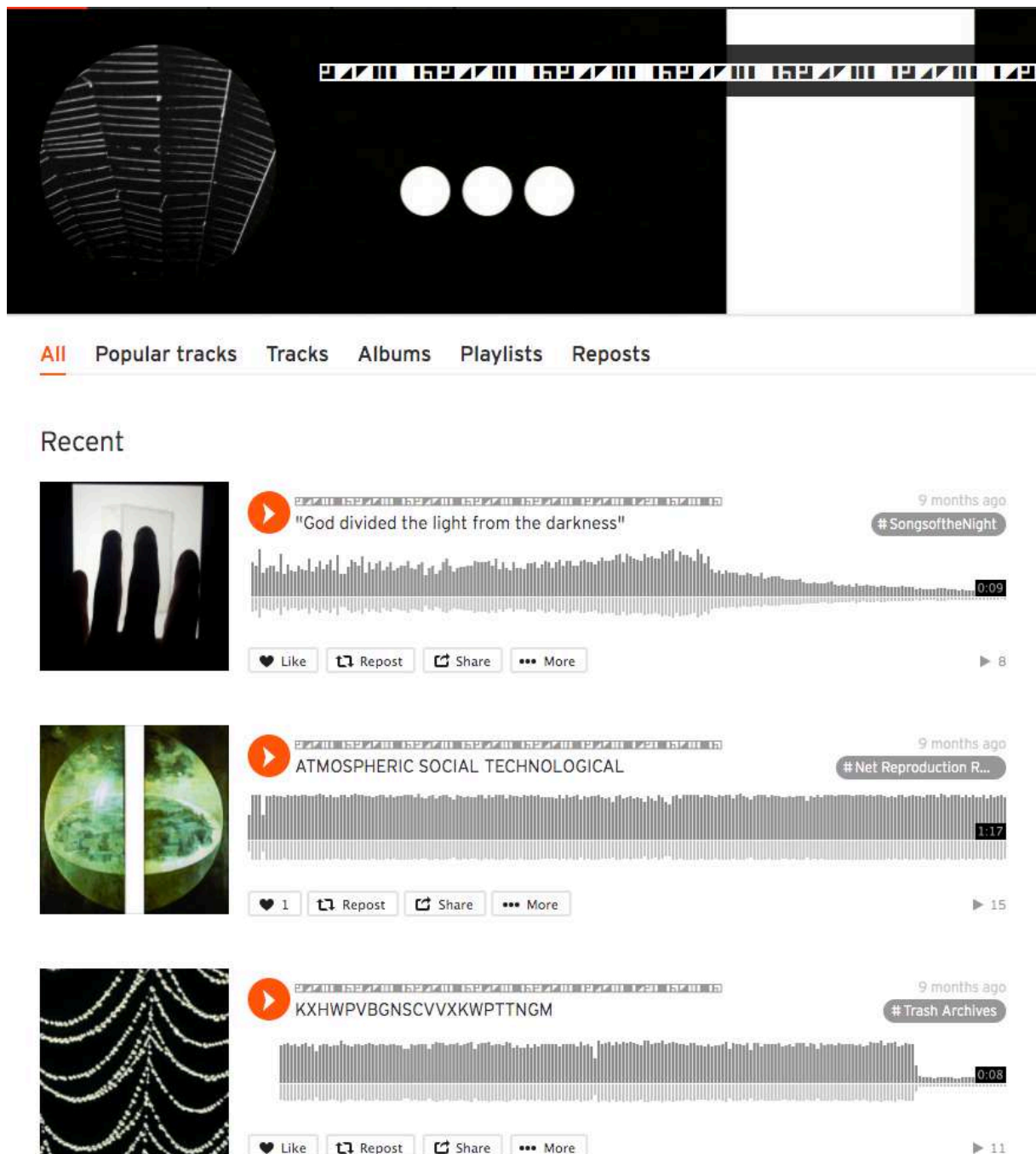
SoundCloud profiles, sound files, text, images

<https://soundcloud.com/streampiece4>
<https://soundcloud.com/peteroutstream>
<https://soundcloud.com/showmoreshowmore>
<https://soundcloud.com/user-530989718>
<https://soundcloud.com/user-menu-stream>
<https://soundcloud.com/streampiece7>
<https://soundcloud.com/highdefinitionmaterials>
<https://soundcloud.com/user-715360799>
<https://soundcloud.com/user-364221756>
<https://soundcloud.com/lightningdivision>
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<https://soundcloud.com/richardandgina>
<https://soundcloud.com/contemporarywithout>
<https://soundcloud.com/userf0918273645>

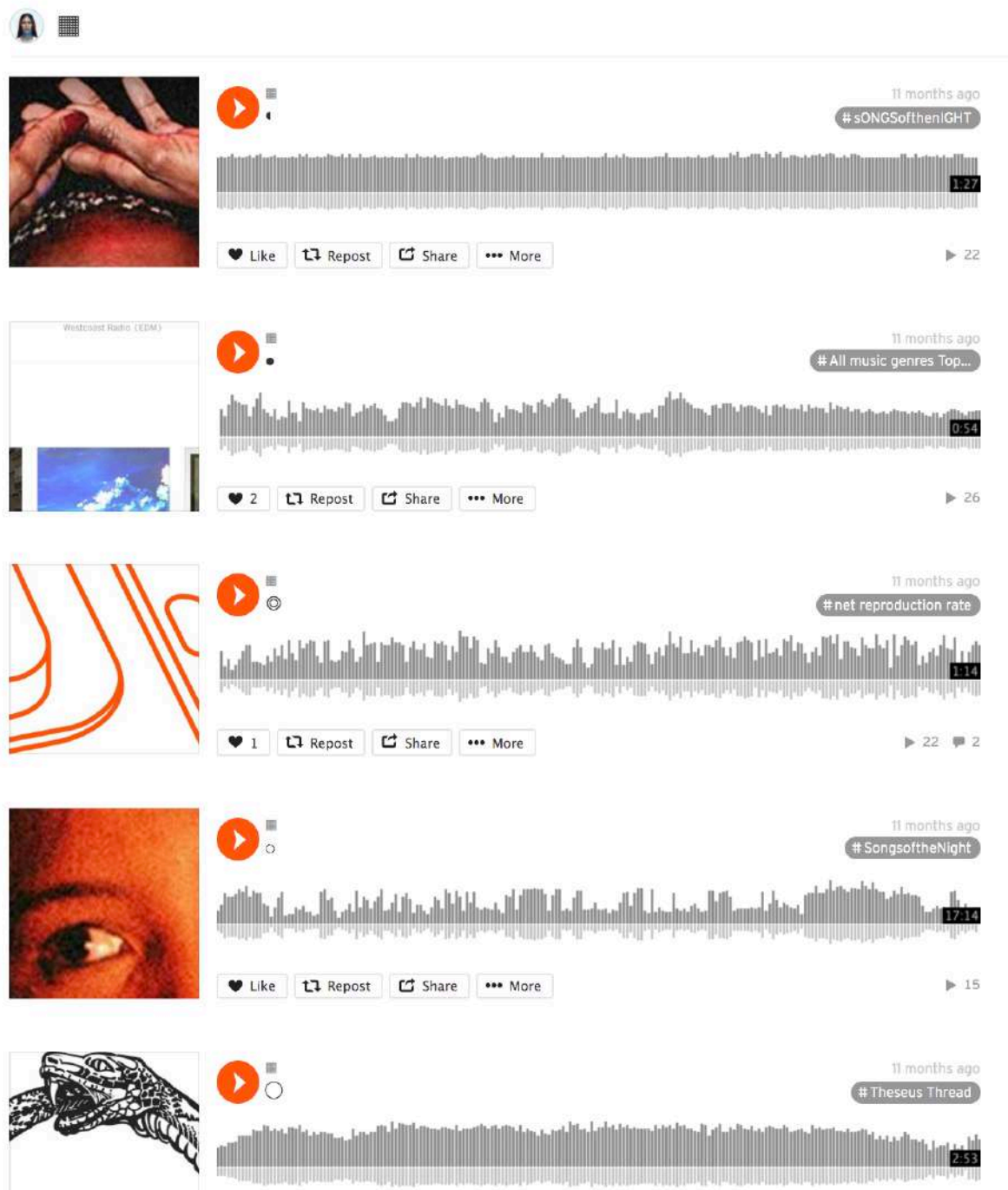


SoundCloud Post: Stream is a website-specific work that explores and exploits how SoundCloud's interface and functionality influence the music reception. It consists of over 70 tracks on 15 anonymous profiles which are networked by hashtags, likes and followings. Once a track is played, the auto-play mechanism leads the listener through the piece, while the related tracks or profiles suggest to browse other routes.

As such, Stream thematises algorithms, interactivity/-passivity and open form in the context of everyday internet experiences. Currently comprising more than 4h of sound, the work should grow infinitely in order to proliferate like a virus by progressively infiltrating "real" communities on SoundCloud and dragging unprepared audiences into its own invisible network.



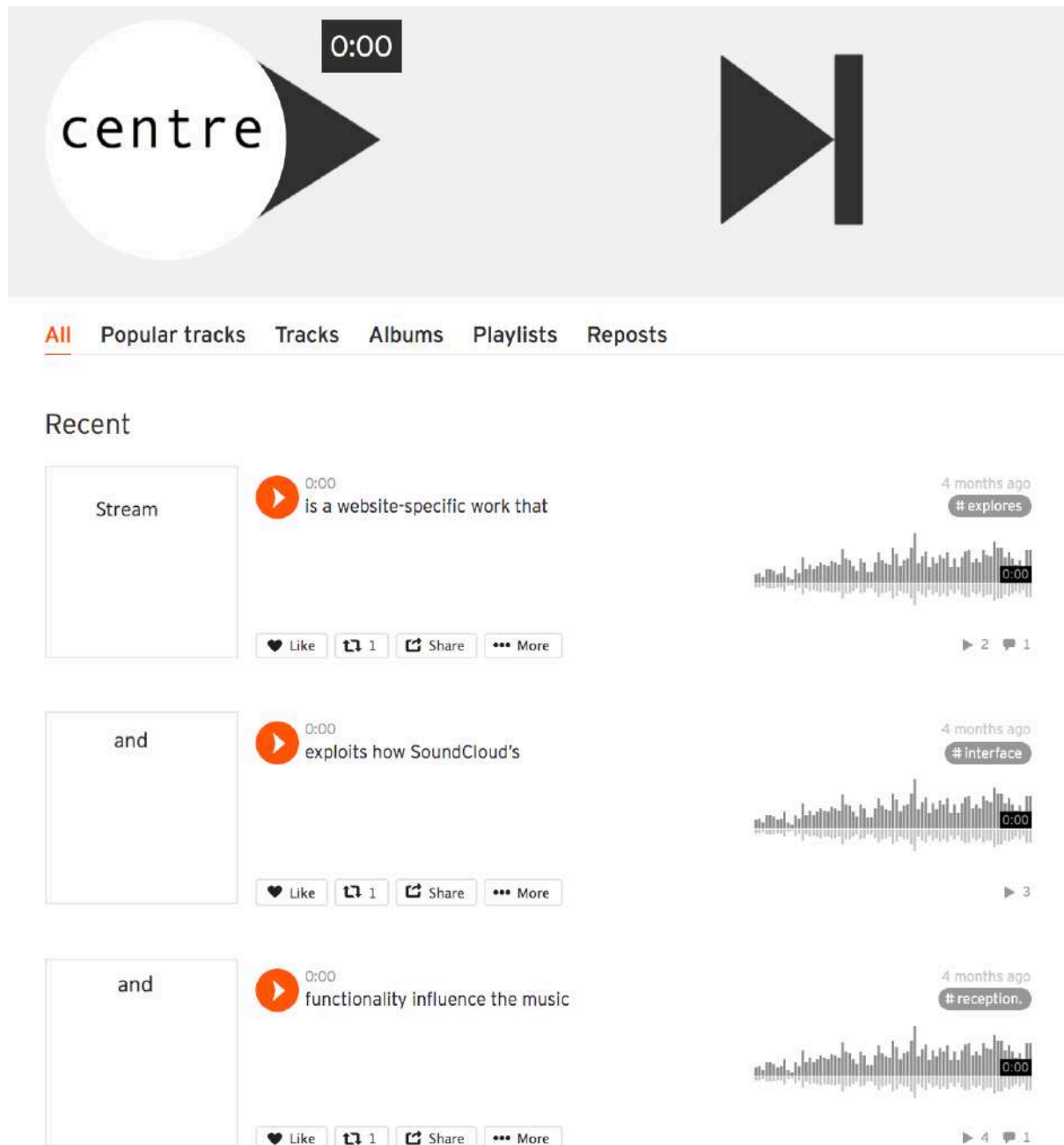
Although certain elements resemble each other, every SoundCloud profile that forms part of the piece is defined by its own aesthetic. This allows Stream to proliferate wildly without risking to reveal its identity.



Redefine the platform's elements as artistic tools

Subvert their function, expose them, beat them with their own weapons

Moments of creation which make the digital forms come alive.



Retrospect Collective
the house to the right

[All](#) [Popular tracks](#) [Tracks](#) [Albums](#) [Playlists](#) [Reposts](#) [Station](#) [Follow](#) [Share](#)

Recent

Retrospect Collective
final decision: NeedToLeaveHome
11 months ago
#emergency exit
1:15
1 ❤️ 1 🔄 Repost 📄 Share ⋮ More ▶ 34

Retrospect Collective
Q2-44 / 4Npf5wr07qtG43
11 months ago
0:05
1 ❤️ 1 🔄 Repost 📄 Share ⋮ More ▶ 13

Retrospect Collective
08.01. and they unfold once more
11 months ago
0:57
1 ❤️ 1 🔄 Repost 📄 Share ⋮ More ▶ 16

Followers 6 **Following** 1 **Tracks** 7

Inward folded musicians network and community
we grow invisible
LP Release soon:
@richardandgina - Armitage Weather (Rain, All
Show more ▼

2 likes View all

Richard and Gina Hughes
Chapter2 ArmitageRain
12 ❤️ 2

26 ❤️ 2

1 following View all

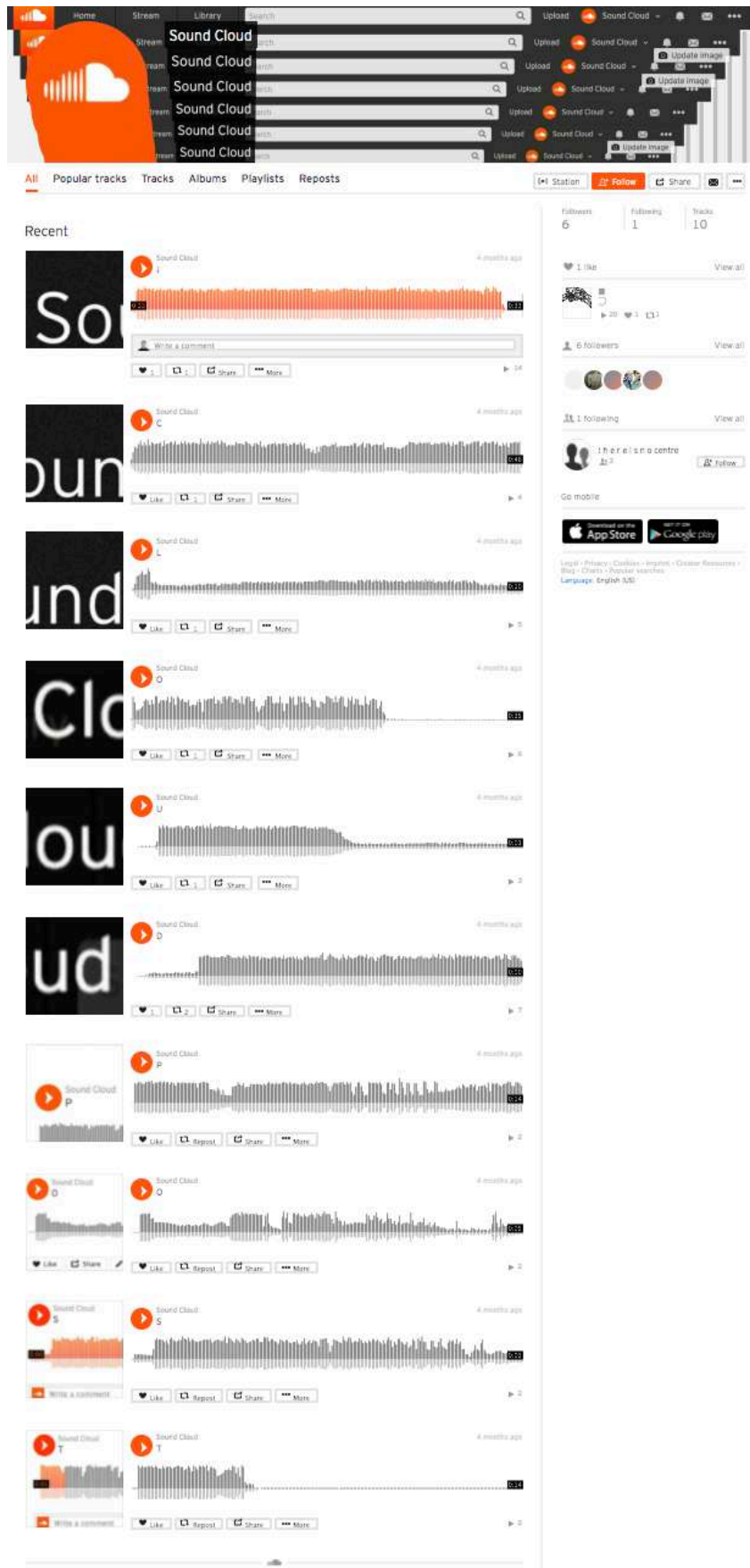
VISCERAL ELIMINATION
4 5 Follow

1 comment View all

on Overture
"open" 6 months ago

Contributors:

Keru Not Ever
Corporation
Bienoise
DeRayling
Jorge Boehringer
Lukas Moritz Wegscheider
Andy Cowling
Merve Cowling



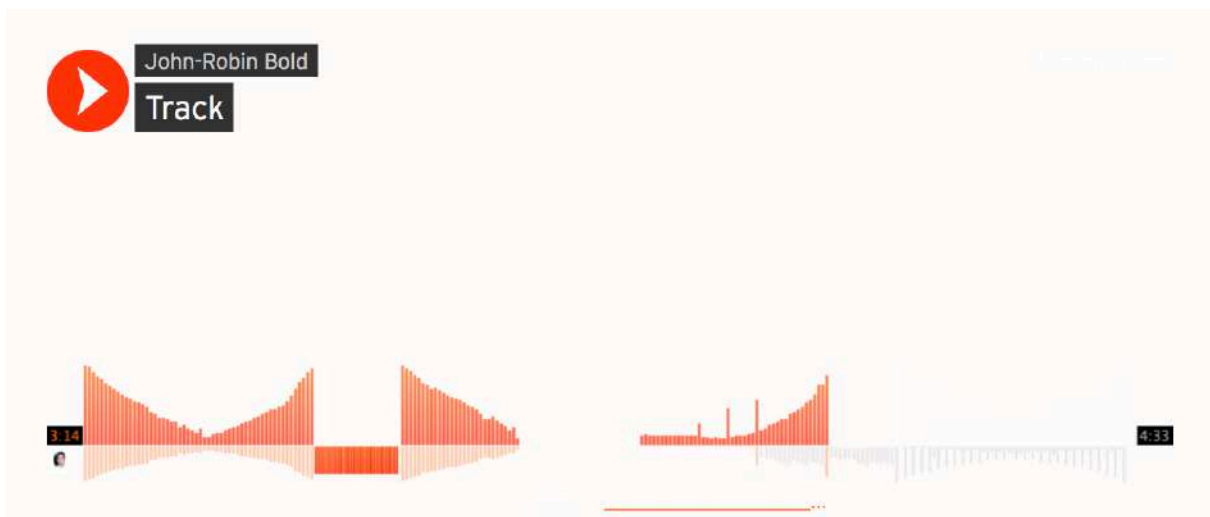
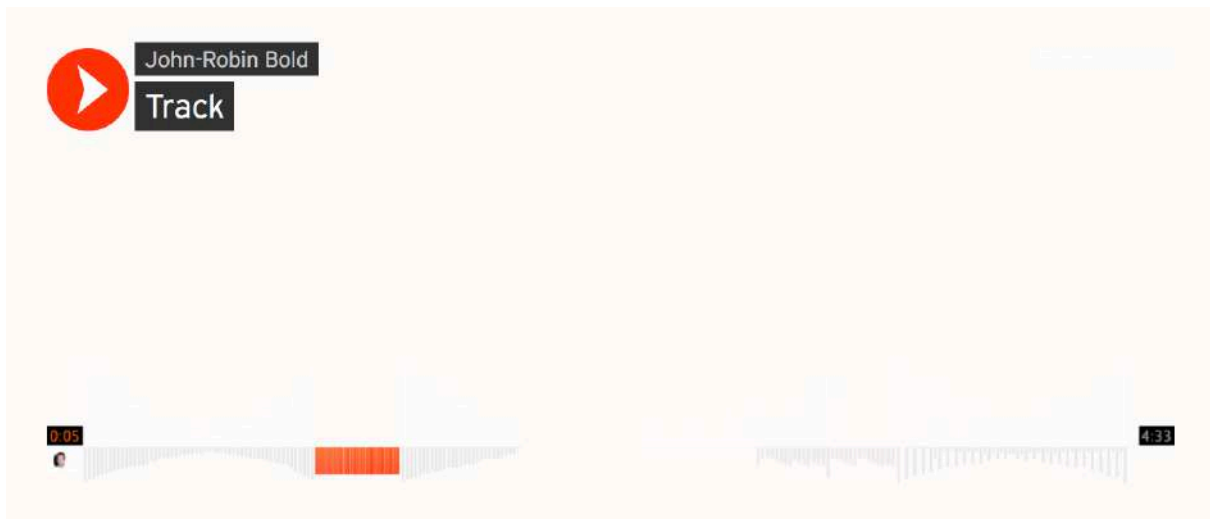
Track

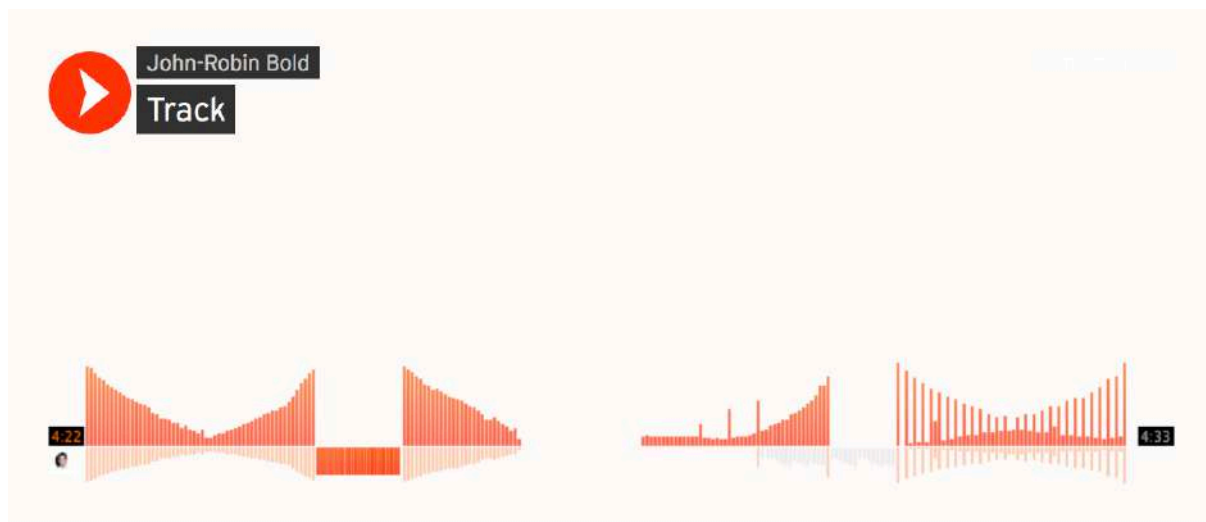
2021

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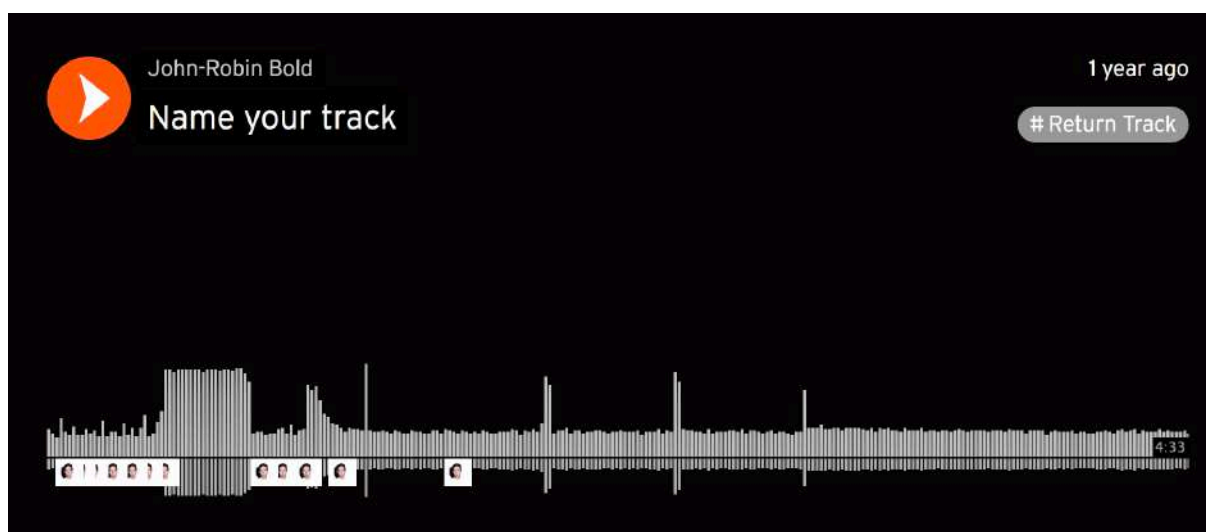
Audio-visual composition for SoundCloud, sound, envelope shape, comments















<https://soundcloud.com/johnrobinbold/track>





Track makes use of the connections between the audio and the visible envelope of a track on SoundCloud. Far from being merely a representation of the audible, such envelopes bring forth a specific perception of time – anticipation, instantaneity, direction, reversibility, quantisation. Furthermore, the inherent audio-visual interplay resembles the predominantly 20th century attempts of visualisation of sound, sonification of shapes and graphic notation. The sound material contains sounds that are intrinsically linked to the passing of time (hourglasses, sonic booms, clicks) as well as to the question of (in)visibility (frequencies beyond the auditory threshold, noise, background sounds). Additionally, ‘invisible’ comments were utilised to manipulate the visual appearance.



	■ at 1:19: track	5 months ago
	■ at 1:11: anticipate	5 months ago
	■ at 1:05: click	5 months ago
	_____ at 2:54: sweep	5 months ago
	_____ at 2:58: subbass	5 months ago
	_____ at 3:02: streaming	5 months ago
	_____ at 2:59: hourglass	5 months ago
	_____ at 2:55: noise	5 months ago
	_____ at 2:53: silence	5 months ago
	at 2:41: fragility	5 months ago
	at 2:33: disappear	5 months ago
	at 2:29: background	5 months ago
	at 2:45: speed	5 months ago
	at 2:38: invisible	5 months ago

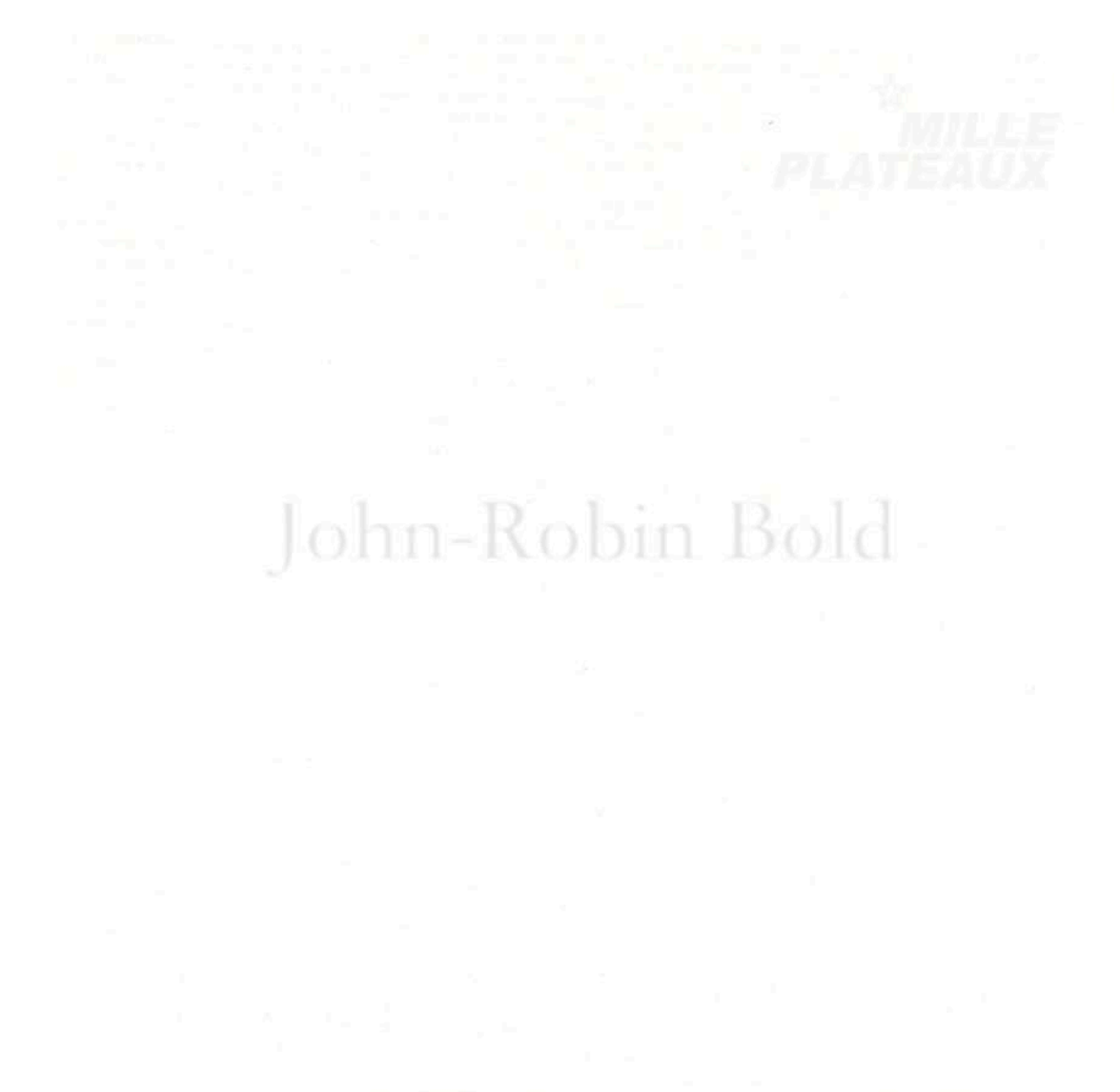
Albums

John-Robin Bold (untitled)
2020

48mins

Mille Plateaux, Digital

<https://forceincmilleplateaux.bandcamp.com/album/john-robin-bold>



20 tracks dealing with sonic perfectionism and the end of music.

Influenced by ideas of Jean Baudrillard, it raises the question how music relates to sound in the digital age. If every sound in the digital format is numerical and clean, then all becomes surface at the cost of depth. A separation between sound and music gets impossible. Perhaps music itself dissolves in the perfection of its materiality: sound. Each piece is a miniature which offers a different perspective on this question.

Demonstrations
2020

36mins

Quanta Records, CD & Digital
Artwork - Lennart Münchenhagen
Video - William Hayes DuLude

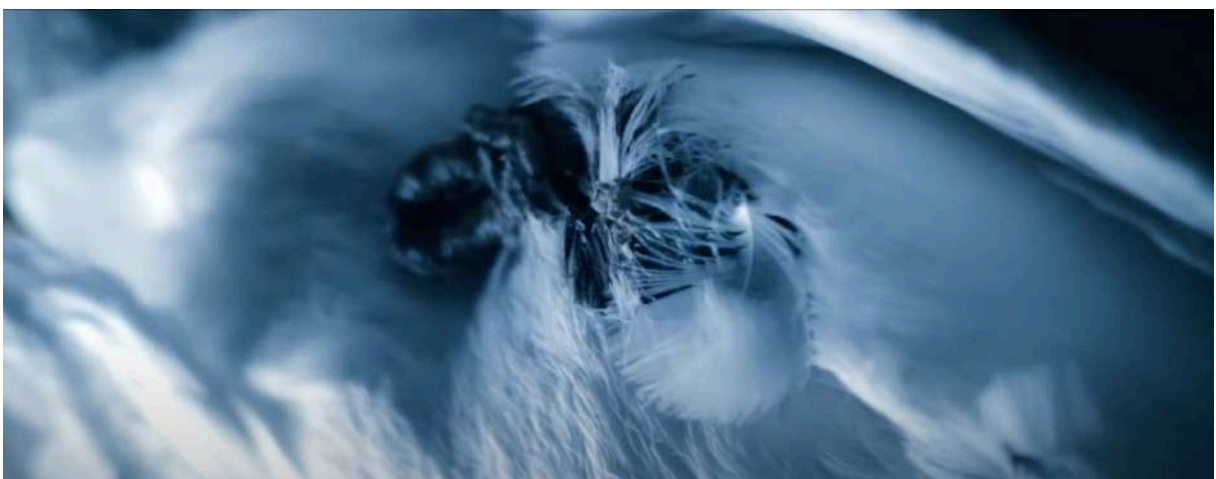
https://linktr.ee/eternal_or_immediate



4 tracks juxtaposing electronic abstractions of contemporary pop and sacred renaissance music.



In *Demonstrations*, both sound materials at once drastically contradict and interfere with each other as the beginning and end of western music history: opposed in expressivity and time yet similar in their relation to power and the spirituality of their respective historical conditions. *Eternal longing or immediate gratification*. The sound sources are abstracted in a highly systemic manner as to demonstrate that differing source materials produces different outcomes. Each composition puts together certain abstractions as drones or noisescapes with audible clicks in between them. Together the individual pieces form a contradictory whole, an impossible synthesis of the initial duality.



we may be on the way

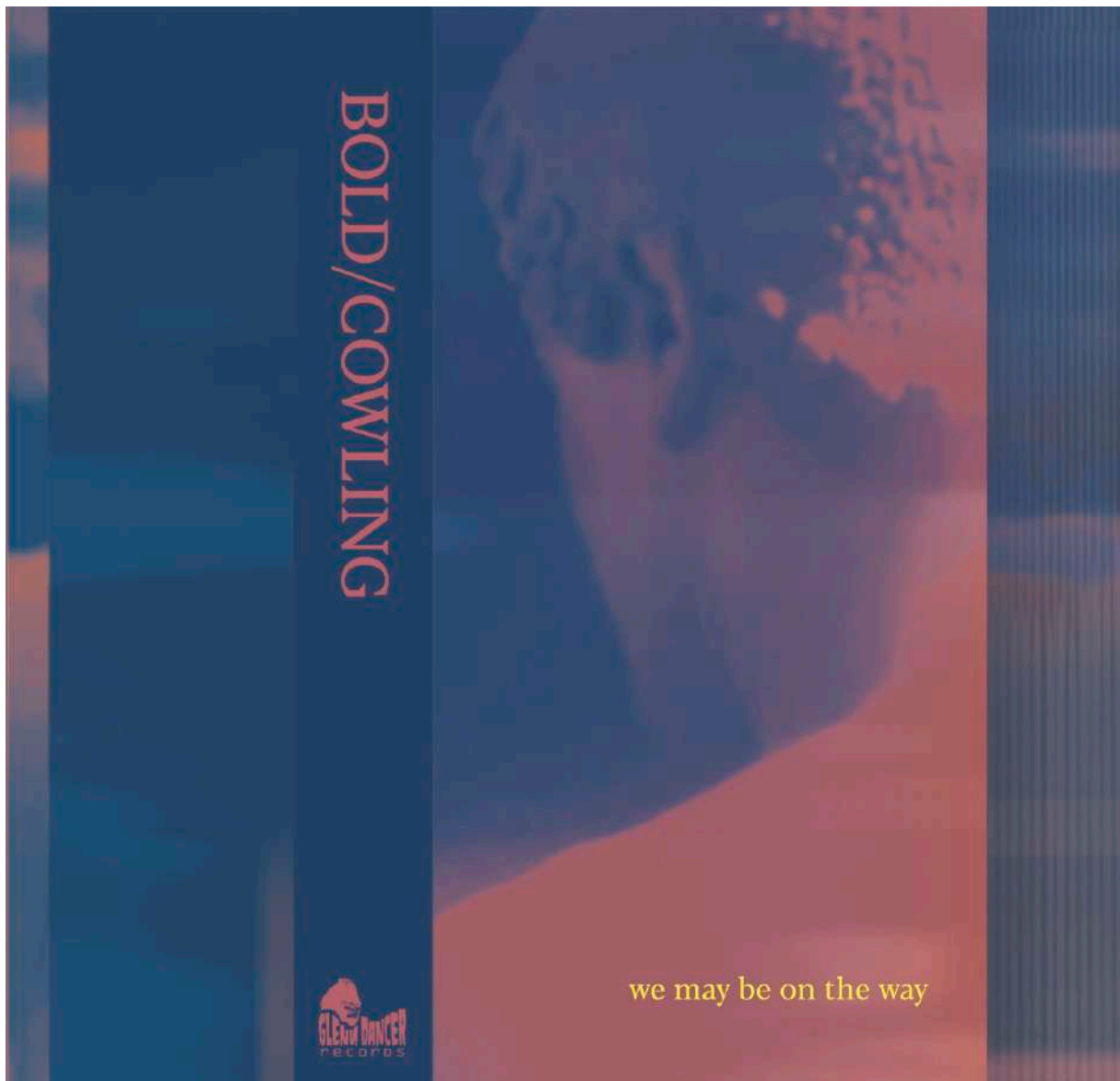
44mins

2021, John-Robin Bold & Andy Cowling

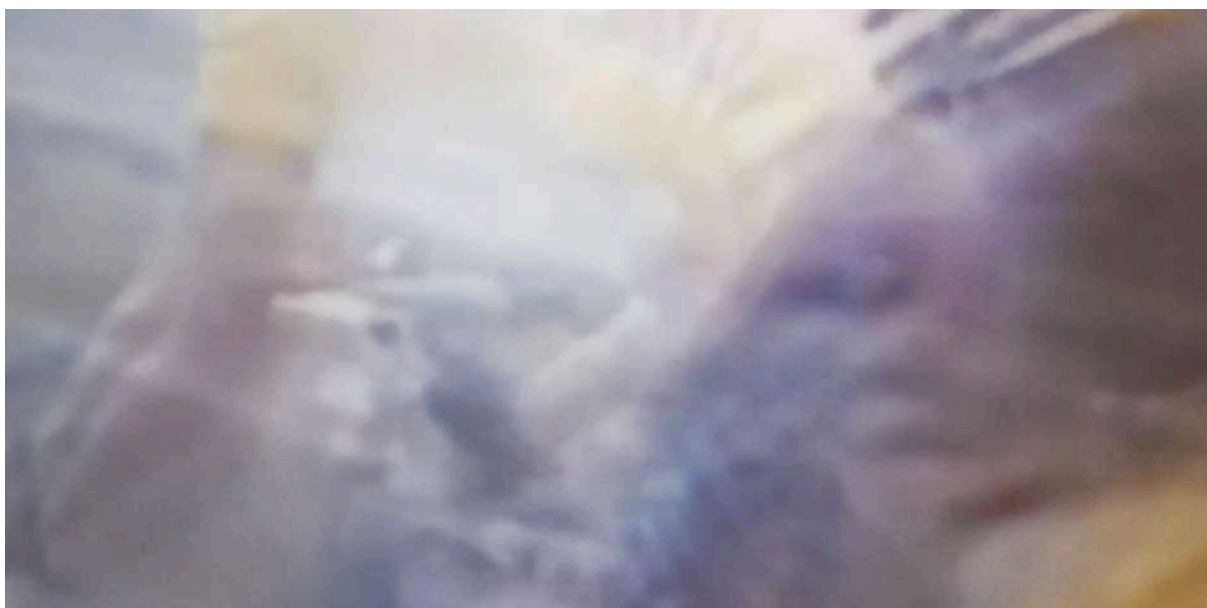
Glenn Dancer Records, cassette & digital

Videos by John-Robin Bold

<https://glenn-dancer.bandcamp.com/album/bold-cowling-we-may-be-on-the-way>



8 tracks about the ruins and dreams of our past, present and future.



Combining vintage soundtracks, speech, guitar and samples from video footage into a variety of atmospheres, noises, melodies and rhythms. Analogue and digital, lo-fi and hi-fi, old and new are all merged. Most of the sampled material used on this album was found in 70s and 80s documentaries which deal with future technologies, ancient myths, the occult and aliens. These topics are used as metaphors to formulate those questions which have been raised by culture ever since: about *time*, *immortality*, the *nature of man* and the *search for meaning*.



Symposium Musicum

2022, John-Robin Bold, Elia Moretti, Anna Khvyl

34mins

Mappa Editions, LP & digital (upcoming)



12 tracks dealing with and recorded at Roma communities in Slovakia.

Inspired by the experience of visiting several Roma communities in Slovakia as part of UMUM Festival, *Symposium Musicum* is an attempt to understand the world through sound. Field-recordings are arranged into a piece with strong narrative qualities while continuously shifting perception to different modes of listening.

<http://johnrobinbold.com>

<http://instagram.com/johnrobinbold>

<http://johnrobinbold.bandcamp.com>

<http://soundcloud.com/johnrobinbold>

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