Friday Late: Sonic Boom
Friday 22 February 18.30 – 22.00

Sound is ever-present in our lives, whether it’s a subtle soundtrack to the everyday or an immersive sensory encounter. This Friday Late, explore the creation, experience and preservation of sound. Join a soundscape led tour of the galleries or create a standing wave to reflect the resonance of spaces and objects. Visit a museum of sound and consider the role of audio archiving. Discover sonic installations and live interventions as we blur the boundaries between sound, noise and music.

All events are free and places are designated on a first-come, first-served basis unless stated otherwise. Filming and photography will take place at this event. If you have any access requirements, please let us know in advance by emailing disability@vam.ac.uk.

Please note, if the V&A reaches capacity we will allow access on a one-in, one-out basis.

#FridayLate

A
Flora Yin-Wong and Shannen SP
Cromwell Road, Grand Entrance
Hear sets from artist, writer and DJ Flora Yin-Wong (PAN) and London-based DJ Shannen SP. Flora Yin-Wong works with field recordings, dissonance, and influences from contemporary club culture. Shannen SP is co-curator of Hyperdub’s monthly mid-week club night ø at Corsica studios alongside Kode9 and holds a monthly residency on NTS Radio.
@PetitFlo
@shannensp_

B
Sonic Journeys through the Europe Galleries
Europe 1600–1815 Galleries
Many of the objects on display in the Europe Galleries are vibrant, musical pieces. They tell us of salons, evening parties and great dinners through the ages, but also of battles or religious devotion. And yet missing in the galleries are the sounds of these objects. Silent Opera begin to create that atmosphere. Three singers lead you, sometimes unexpectedly, in this exploration of past and present.
@SilentOpera_
silentopera.co.uk

C
Nature’s Numbers
The Raphael Cartoons
19.45
Based on extensive archival research, this new work by musician Jo Thomas draws inspiration from two of the pioneers of electronic music: Delia Derbyshire and Daphne Oram. Performed on a range of instruments, including Tom Richard’s recreation of the Mini-Oramics synth that translates drawn shapes into electronic sound, the piece celebrates 60 years of experimental, electronic music making in the UK.
@classicalremix
classicalremix.org

D
Sixty Years of Electronic Music: Female Pioneers and the BBC Radiophonic Workshop
The Raphael Cartoons
20.45
Join electronic musician Jo Thomas, instrument maker Tom Richards, writer Frances Morgan and composer-curator Benjamin Tassie as they discuss the pioneering figures of early electronic music. Explore unseen documents from musicians working at
the BBC Radiophonic Workshop as the panel
discuss the legacy of those early pioneers and
the ways in which they inspire artists working
today.
@jothomasglitchw
@TomTrsound
@frances_morgan
@benjamintassie

E
Lunatraktors: Standing Wave
Medieval & Renaissance, Room 64b
The Simon Sainsbury Gallery
Standing Wave is a participatory piece that
uses techniques from overtone singing and
body percussion to activate spaces and
cultural collections. Join Lunatraktors to
discover how voice, reverberation and
resonance can be used to consider the
institution as body, the voice of a collection,
and fields of cultural meaning. Experience
spaces and objects ringing gently with
sympathetic resonance, which can be both
heard and felt.
@lunatraktors

F
Museum of Portable Sound
Paintings, Room 82,
The Edwin and Susan Davies Gallery
From 20.00
Please note this activity has a limited capacity
The Museum of Portable Sound brings the
culture of sound to the world, one listener at a
time. Groups of up to five can hear a vast array
of worldwide objects using headphones and
the Museum’s mobile – you can’t hear them
anywhere else! Meet one-on-one with the
museum’s director and share your own stories
about the sounds in your life. It’s not an app –
it’s an experience!
@museumsound
museumofportablesound.com

G-H
Curated by Flora Yin-Wong
London-born Chinese-Malaysian artist, writer
and DJ Flora Yin-Wong curates a line-up of
unique, site-specific live performances across
the V&A in addition to her set in the Grand
Entrance with Shannen SP. Two esteemed
artists – Mark Fell and Tomoko Sauvage –
whose practices come from seeming opposite
sides of the sonic spectrum, are brought
together to explore what it means to generate
sound in music.
@PetitFlo

G
Mark Fell: Protomusic#1.5, The Triumph of
Eternity over Time (Object: Fragment)
Tapestries, Room 94
Mark Fell is a Rotherham-based electronic
musician, multidisciplinary artist and producer
whose work has persistently challenged the
boundaries between dance music and
academic computer music practices.
Protomusic#1.5 is part of a series that
addresses representation and materiality in
sound. This Friday Late, Fell reworks his
materials in response to the V&A’s tapestry
collection, in the form of a slowly evolving
durational piece constructed from thousands
of recordings drawn from various musical
traditions.
markfell.com

H
Tomoko Sauvage: Musique Hydromantique
The Lydia and Manfred Gorvy Lecture Theatre,
Level 4
19.30, 21.00
Paris-based composer and sound artist
Tomoko Sauvage has developed a uniquely
natural instrument – waterbowls – combining
water, ceramics and underwater microphones.
Experimenting with the sounds of water
droplets, porcelain, waves and bubbles as well
as hydrophonic feedback and electronics, her
work is grounded on a live performance-based
practice that investigates improvisation and
interaction with the environment, such as the
acoustic spaces of architecture, temperature,
humidity and human presence. Supported by
The Institut français du Royaume-Uni.
@tomokosauvage
o-o-o-o.org
Mini Sampler Pitchbend Hack
Art Studio, Sackler Centre for art education
19.00, 20.30
Please note this game has a limited capacity.
Sign up from 18.30
Do some DIY electronics with Noise Orchestra! Hack a pre-made 10 second sampler/looper so it becomes a pitchbendable instrument, allowing you to speed up or slow down whatever you record into the sampler. Noise Orchestra are a sound art duo who use light, DIY electronics, turntables and graphical scores to turn images and objects into noise. @OrchestraNoise noiseorchestra.org

Introduction to Live Coding Music
Digital Studio, Sackler Centre for art education
Live coding music is the creation of sonic content generated through the execution of computer code in real time. This workshop introduces you to making music with code and is open to anyone, regardless of programming experience or musical knowledge. Led by Lizzie Wilson aka digital selves, a London-based artist who uses live coded algorithms of computer synthesis and found sounds to create a fusion of melodic, lo-fi and industrial techno. @dgtlslvs

Phantom Resonances
The John Lyon’s Charity Community Gallery, Sackler Centre for arts education
Tom Tlalim presents a sound intervention within his co-designed Tonotopia installation, a display which explores experiences of hearing loss and Cochlear Implants. Tonight, this installation will be transformed into an acoustic echo-chamber resonating with timbres inspired by accounts of tinnitus shared during #TinnitusWeek. Audio loops, ear plugs and subtitles are all included. Tonotopia: Listening through Cochlear Implants is in collaboration with Action on Hearing Loss, supported by the Heritage Lottery Fund. @ttlalim

How do you listen in Museums?
Hochauser Auditorium, Level one, Sackler Centre for arts education
19.00-19.45
Museums are not silent places. They are full of noises: spaces resonate, visitors talk and some objects make sound too. Others, such as musical instruments, are often muted, behind glass or beyond the reach of musicians and visitors. Join Corinna Gardner, Senior Curator of Design and Digital, VARI Visiting Professor Eric de Visscher and John Kannenberg, Director of the Museum of Portable Sound, as they discuss how we listen to museum sounds and what we miss when we look at ‘sonic objects’. @museumsound museumofportablesound.com

PROGRAMME COVER DESIGN
Edward Monaghan @edward_monaghan edwardcarvalhomonaghan.co.uk

ALSO ON
Videogames: Design/Play/Disrupt
Until 24 February 2019
Generously supported by the Blavatnik Family Foundation

Christian Dior: Designer of Dreams
Until 14 July 2019
Supported by Swarovski
With further support from American Express

Tonotopia: Listening through Cochlear Implants
Until 8 March 2019
In collaboration with Action on Hearing Loss, supported by the Heritage Lottery Fund