

Phonotrauma

Phonotrauma is an audiovisual experience, where geometric structures are interpreted by experimental sounds, effects and noises.

The concept was assembled from the contrast among light and darkness by merging audition and sight in full synchronicity. An intermittent collision of image and sound perception, unfolded in the hidden gaps between awokeness and unconsciousness.

→ phonotrauma.com

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Concept

Phonotrauma is a performance composed by a monochromatic geometric visual selection combined with sounds, effects and experimental noises. The visual reduction to black and white, and the predominance of low-frequency audio, seeks to increase the tension in the viewer.

Imitating the alterations of the unconscious, different pictograms are randomly combined in unison with the sound continuity. The experimentation is based, on one side, on the expressive flow and personal imagination of the artist and, on the other, on the influence of readings around the phenomenology of the image, psychoanalytic dreams and the mechanisms of perception. This work proposes a sensoperceptive journey located in the intermittence between sleep and wakefulness, light and darkness.

Display

Format	– Audiovisual Experience.
Duration	– 30 minutes.
Screen	– LED Screen: Pitch 1 or Pitch 2
Disposition	– Seated attendants (1 mts from the floor) or Stand attendants (2 mts from the floor).
Audio	– This piece contains a large percentage of music and sounds created at very low frequencies. For an optimal experience, it is an essential requirement to play the audio through a compatible sound system with this composition. It should be able to reach a wide spectrum of bass decibels.
Room	– This performance must be displayed in a room with 0% amount of lighting (natural or electric). It's an imperative condition for the appropriate interpretation of the experience.
Display	– In order to establish the correct contrast between dark vs light, the room walls should be black (or deep dark).
Stage	– No stage required. The equipment deck should be off to attendants sight.
Warning	– The visual characteristics of this experience could be a factor of risks for attendants with epilepsy.

Formats

Exhibition	– Includes the reproduction of Phonotrauma + Posters display + Augmented reality experience (mobile)
Performance	– All the items of the exhibition format + Live interpretation in real time of Phonotrauma.

Media



PLAY VIDEO

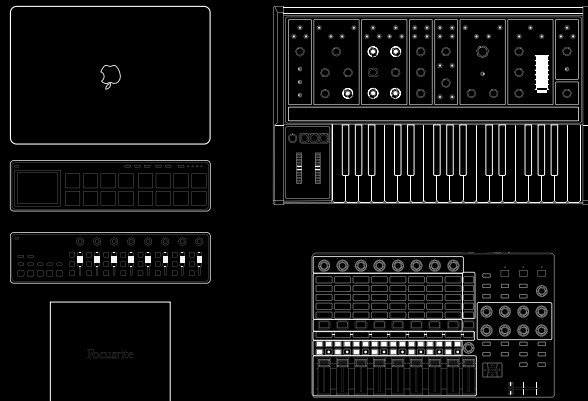


VIEW PHOTOS



Rider

- (01) APPLE – MacBook Pro 15
- (01) MOOG – Grandmother
- (01) AKAI – APC40 MKII
- (01) KORG – NanoKontrol2
- (01) KORG – NanoPad2
- (01) FOCUSRITE – Scarlett 6i6
- (01) BACCA – Studio Stand
- (01) HDMI Cable (minimum: 20 mts)
- (01) DESK 1.7 mts x 0.6 mts x 0.90 mts (height)
- (02) ELECTRIC supply 220V + XLR Cable (minimum: 20 mts)



(*) This section is only applicable for Live Performance format (not included for exhibitions)

Works — 1



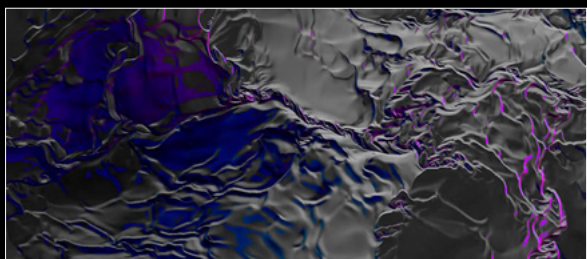
Phonotrauma.

Audiovisual Performance.



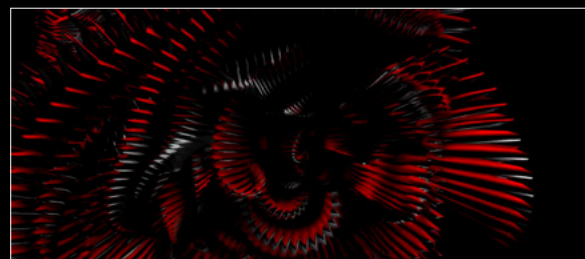
Arca — Sinner.

Anormal Visual Interpretation



Anormal — Anamorph.

Music + Video



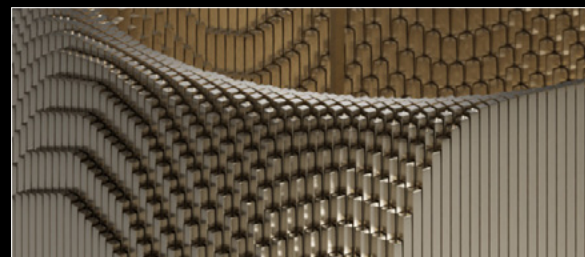
Anormal — Semitension ft. Javier Medialdea

Music + Video



Mutek ES.

Art Direction + Motion Graphics



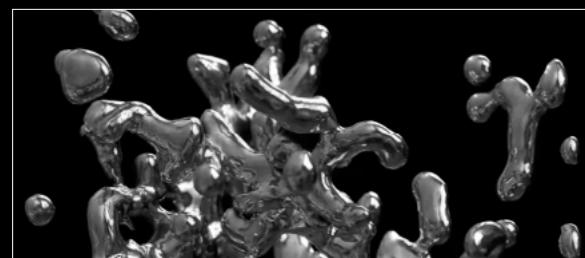
Anormal — Gold.

Music + Video



Numbers — Grafika.

Art Direction + Motion Graphics



Anormal — Galium.

Animation

Works — 2



Mutek AR.

Art Direction + Motion Graphics



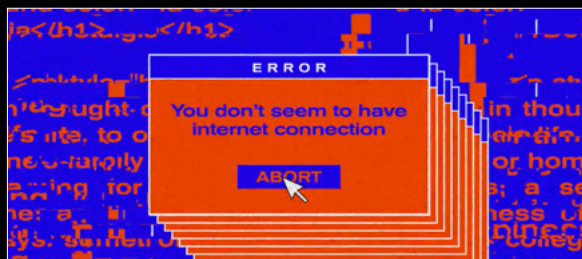
Drumcode.

Artwork + Animation



Orbis.

Motion Graphics + Music Intro



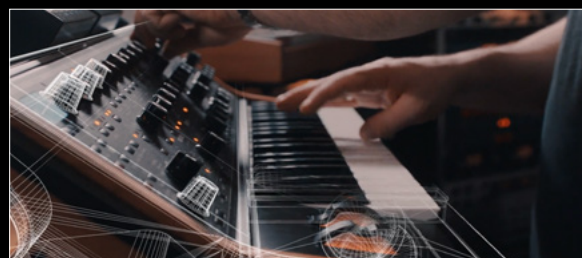
Nostalgia.

Motion Graphics



Anormal — Alone.

Music + Video



A—Reality.

Art Direction + Motion Graphics



Anormal — Text.

Animation



Mutek AR — Gallery.

Motion Graphics

