Phonotrauma

Phonotrauma is an artwork composed of minimal visual forms and experimental sound, designed as an audiovisual system. The work is built upon the contrast between light and darkness, merging sight and audition into a single perceptual field.

Located at the fragile threshold between wakefulness and unconsciousness, image and sound operate as interdependent forces, generating instability, fragmentation, and physical resonance.

Phonotrauma drives an inward shift of attention — toward introspection, sensory disturbance, and altered states of perception.

→ phonotrauma.com

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Concept

Phonotrauma is composed through a monochromatic visual language combined with experimental sound and low-frequency audio. The reduction to black and white intensifies contrast and tension, allowing minimal elements to generate heightened perceptual responses.

Built from synthesized geometric forms, the visual field functions as the sole source of light. The screen alternates layers of solids, glitches, noise, strobe, and feedback, modulated in real time to disrupt tempo and continuity.

Sound unfolds through drones, pulses, effects, and altered tempos. Dense low frequencies establish a heavy foundation, while intermittent elements introduce instability and variation.

Audio and visuals remain tightly synced, forming a unified audiovisual system. Phonotrauma operates within a perceptual state between wakefulness and sleep, light and darkness.

Installation

Audiovisual installation presented in a fully darkened space.
Phonotrauma can be displayed as a single-screen or multi-screen installation, accompanied by a synchronized sound system.
The work runs as a fixed-duration audiovisual piece or loop, preserving its original temporal structure and perceptual dynamics.

Visual Requirements

. Screen	Flat modular LED wall
. Pixel pitch	P2.9 maximum (P2.6, P1.9 or finer accepted)
. Aspect ratio	3.33:1 (or similar wide format)
. Display	10 × 3 m | 3360 × 1008 px (recommended)
. Resolution	Scalable according to screen dimensions and LED configuration (supports up to 4K)
. Format	The display configuration is modular and adaptable to the venue's technical possibilities

Audio Requirements

. PA System	Professional stereo sound system
. Main Speakers	2 × 15" or larger full-range speakers (recommended)
. Subwoofers	Minimum 2 × 18"
. Frequency	Extended low-frequency reproduction down to 30 Hz.
. Context	Accurate and powerful bass reproduction is essential to the work.

Space & Environment

. Room	Total darkness required (0% natural or artificial light)
. Walls	Black or deep dark surfaces recommended to enhance contrast
. Stage	No stage required
. Duration	30 minutes

Warning

This work contains intense visual contrasts and stroboscopic elements.
It may pose a risk for people with photosensitive epilepsy.

Alternative configurations

The work is adaptable to different exhibition formats. Large-scale presentation is recommended, but the installation can also be presented on smaller LED displays, single-channel projections, or multi-screen configurations without compromising its conceptual framework.

Live A/V Performance

Real-time interpretation of Phonotrauma, where visual and sonic elements are composed and manipulated live. The performance maintains the same conceptual framework, visual language, and perceptual conditions as the installation format, while introducing temporal variation through live execution.

Additional Technical Rider (Live Format Only)
The visual, audio, and environmental requirements specified for the installation format also apply to the live A/V performance.

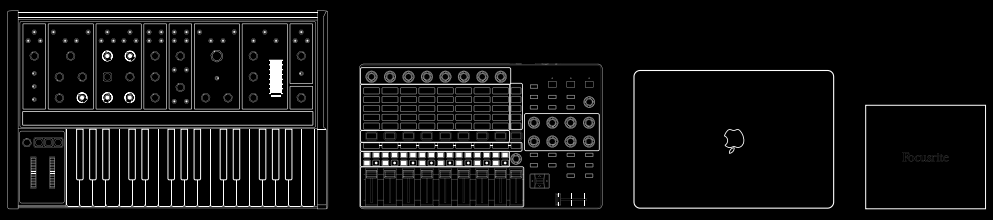
Artist Equipment
(01) Apple MacBook Pro 16''
(01) Moog Grandmother
(01) Akai APC40 MKII
(01) Focusrite Scarlett 6i6

Monitoring
Artist Monitoring – Stereo stage monitors or nearfield monitors

Video Output
(01) HDMI output to LED screen

Audio Outputs
(02) 1/4'' TRS balanced outputs to PA system
(DI boxes or XLR conversion to be provided by the venue if required)

Technical Needs
Desk/Table – 200 cm (W) × 100 cm (D) × 90 cm (H)
Power Supply – 220V, multistandard outlets (EU / US compatible)



Biography

ANORMAL is an audiovisual artist and art director based in Buenos Aires, Argentina. His practice operates at the intersection of sound, graphic design, and digital media, exploring minimal visual systems, monochromatic atmospheres, and expanded states of perception. With nearly two decades of experience across visual arts, music, and technology, his work dissolves boundaries between disciplines, crafting sensorial compositions where image and sound become tools for introspection.

His installations and performances combine abstract motion graphics, low-frequency sound design, and geometric visual languages, often presented in audiovisual environments. These works reflect on consciousness, memory, trauma, and inner transformation, using technology as an active mediator of perception rather than a neutral tool.

Alongside his artistic practice, ANORMAL has worked closely with Artlab and maintains an ongoing relationship with MUTEK AR, contributing to curatorial processes, project development, and collaborative support for artists working across sound and digital media. This involvement has informed a broader understanding of exhibition formats, institutional frameworks, and audience experience.

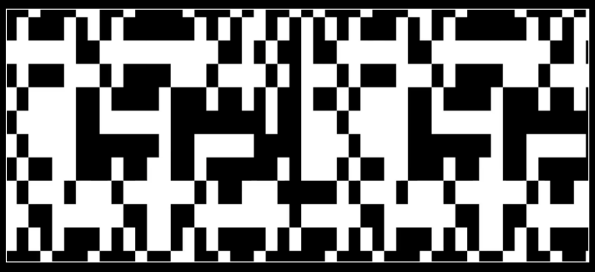
He is the founder and co-curator of Modular, a platform dedicated to experimental audiovisual practices, and has presented work in institutional and gallery contexts such as Mutek AR, arteba, Artlab, Tecnópolis, and the Salón Dorado of the Buenos Aires Legislature. His work has also been featured in international festivals including Demo Festival (NL), Meta Festival (DE), Graphic Days (IT), and the Biennale Internationale de Design Graphique (FR).

His ongoing audiovisual project Phonotrauma has been presented as both installation and performance, exploring the relationship between sound, light, and altered perceptual states. Through research-based practice and site-sensitive approaches, ANORMAL continues to develop spatial works that challenge conventional distinctions between visual art, sound, and performance.

Works



Phonotrauma. Audiovisual Performance.



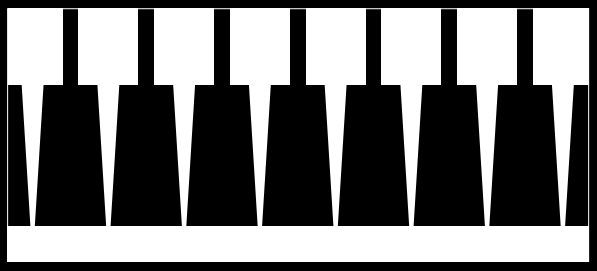
Arca — Sinner. Anormal Visual Interpretation



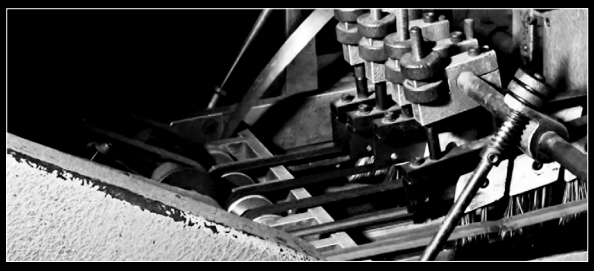
Drumcode. Artwork + Animation



Ela Minus — Día (Live). Art Direction + Motion Graphics.



Kostüme — #47AW24. Live Visuals



Numbers — Grafika. Art Direction + Motion Graphics



Mutek AR — Gallery. Art Direction + Motion Graphics



Anormal — Alone. Music + Video

Anormal

Audiovisual artist & art director
Based in Buenos Aires, Argentina

— Practice
Audiovisual art, sound design, live performance, installation, visual systems.

— Phonotrauma (Selected Presentations)
Cubicten — Gallery AP Space, New York, United States (2026)
Modular — Medasur, La Pampa, Argentina (2025)
N.E.R.D. — Centro de Expresiones Contemporáneas, Rosario, Argentina (2024)
Numbers — Club de Pescadores, Buenos Aires, Argentina (2023)
arteba — Costa Salguero, Buenos Aires, Argentina (2023)
Laboratorio de Artes Electrónicas — Tecnópolis, Buenos Aires, Argentina (2023)
Salón Dorado — Legislatura Porteña, Buenos Aires, Argentina (2023)
MUTEK AR — Artlab, Buenos Aires, Argentina (2022)

— International Festivals & Exhibitions
Demo Festival — Amsterdam, Netherlands
Meta Festival — Berlin, Germany
Graphic Days — Turin, Italy
Biennale Internationale de Design Graphique — Chaumont, France

— Curatorial & Institutional Work
MUTEK AR — Ongoing collaboration in curatorial processes and artistic project development
Modular — Founder and co-curator (experimental audiovisual platform)
Artlab — Art director and collaborator in audiovisual and digital art projects

— Live Visual Performances (Selected)
Los Fabulosos Cadillacs 40th Anniversary Latin American Tour (2025)
Ronpe99 pres. 'Mundo Roto' at Parque de la Ciudad, Buenos Aires, Argentina (2024)
Franzizca pres. 'Vida Nocturna' at Movistar Arena, Buenos Aires, Argentina (2023)
Ludmila Di Pasquale at Lollapalooza, Buenos Aires, Argentina (2023)
Evlay at Club Paraguay, Córdoba, Argentina (2023)
Montei & Lulú Matheou at Ciudad Emergente, Buenos Aires, Argentina (2023)

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