

Speaking in loops that change - writing for the wandering listener in

Time, diffracted

Terhi Marttila

ITI/LARSyS, eGames lab

Artist talk, ISEA 2024

watch a video of this artist talk at:

<https://youtu.be/Ws7ndJ5I6bY>

Time, diffracted

Terhi Marttila, ISEA 2024

a short video teaser of *Time, diffracted* (2024)

>> <https://youtu.be/QGOKN5IMOAs>

Objetos | Pessoas (1)



Convidar



Voz



Compart.



Inserir



Reagir



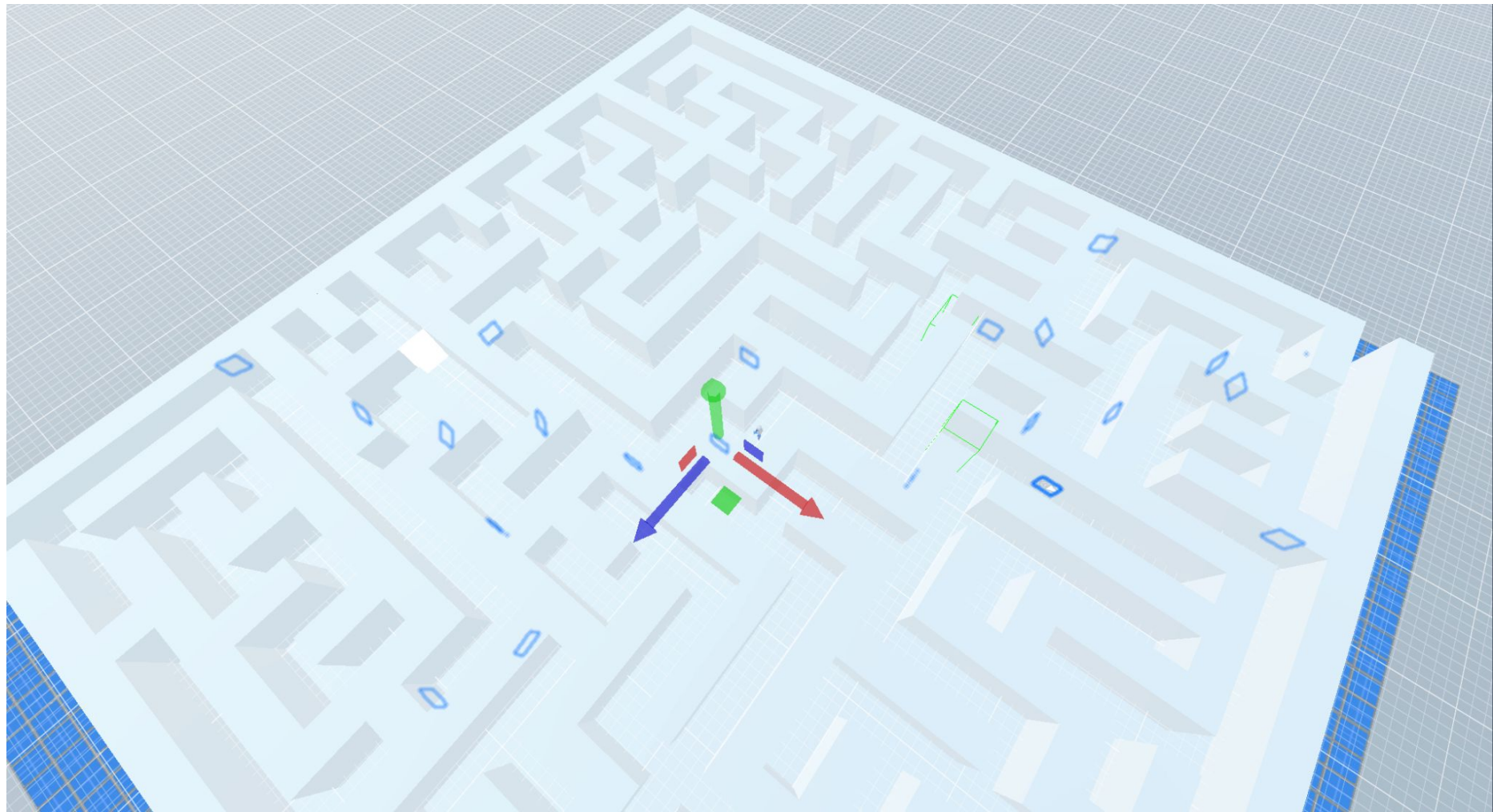
Chat



Sair



Mais



hubs.mozilla.com/spoke/projects/MtvV5Jj

World Selection 0.5m 90° 0.00 m

Open in Hubs Publish to Hubs...

Viewport Lit

Hierarchy

- time, diffracted
- Skybox**
- Directional Light
- Floor Plan
- Spawn Point
- WideOpenSpaceGrid.glb
- Scene Preview Camera
- Model
- Spot Light
- Ground-Plane
- Video
- Video

Properties

Name: Skybox Visible: Enabled:

Skybox

Creates a visualization of an open sky and atmosphere around your scene. Also used as the environment map for your scene.

Time of Day: 1.00 h

Latitude: 0.00 °

Luminance: 0.207

Scattering Amount: 0.005

Scattering Distance: 0.763

Horizon Start: 5.82

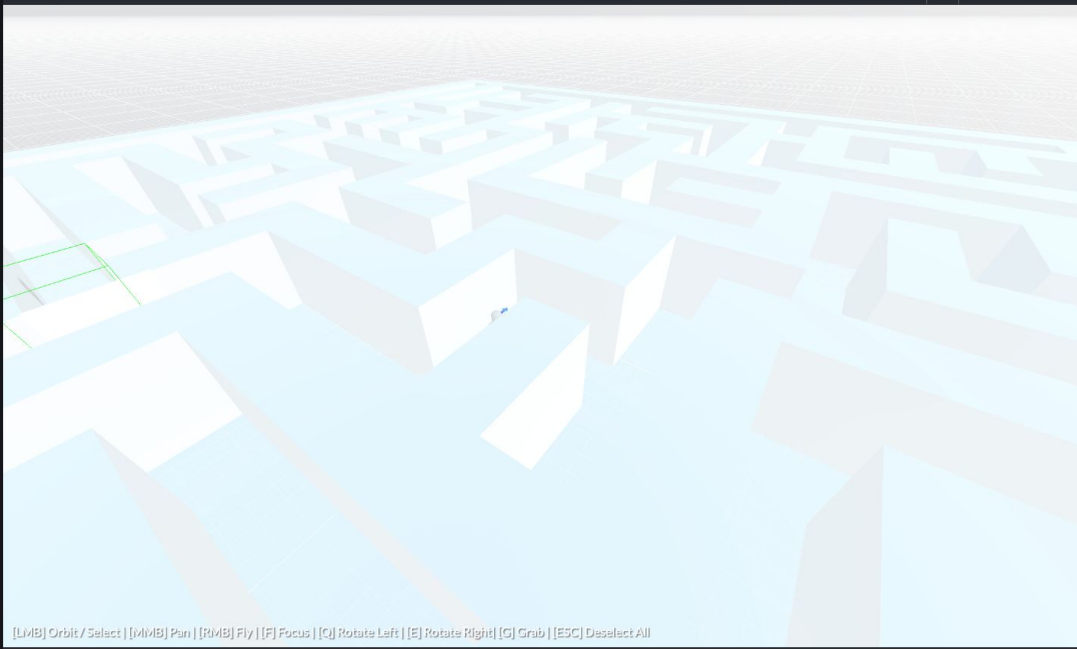
Horizon End: 2.27

[LMB] Orbit / Select | [MMB] Pan | [RMB] Fly | [F] Focus | [Q] Rotate Left | [E] Rotate Right | [G] Grab | [ESC] Deselect All

Assets Elements Search...

Elements

- My Assets
- Architecture Kit
- Rock Kit
- Sketchfab



time_diffRACTED-01.tscn - godot-time-diffracted 2D 3D Script AssetLib

Scene Import

Filter: name, tty

- 2B - hallantiemo_mp3
- 1 - close-your-eyes_mp3 2B - hallantiemo_mp3
AudioStreamPlayer3 Type: Node3D
- 2A - church-bells_mp3
- huutaa_mp3
- copier_mp3
- 4A - time-diffracted-loud...
- 5A - la-fille_mp3
- 6Ai - think-through_mp3
- 7A - belly2_mp3
- 8Ai - falling_mp3
- 8Aii - elevator_mp3
- 9Aii - phase_mp3
- Mirror3

FileSystem

res://time_diffRACTED-01.tscn

Filter Files

- audio
 - 01-close-your-eyes.mp3
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - be495917-8d18-4d9c-8ca0-...
 - icon.svg
 - time_diffRACTED-01.tscn

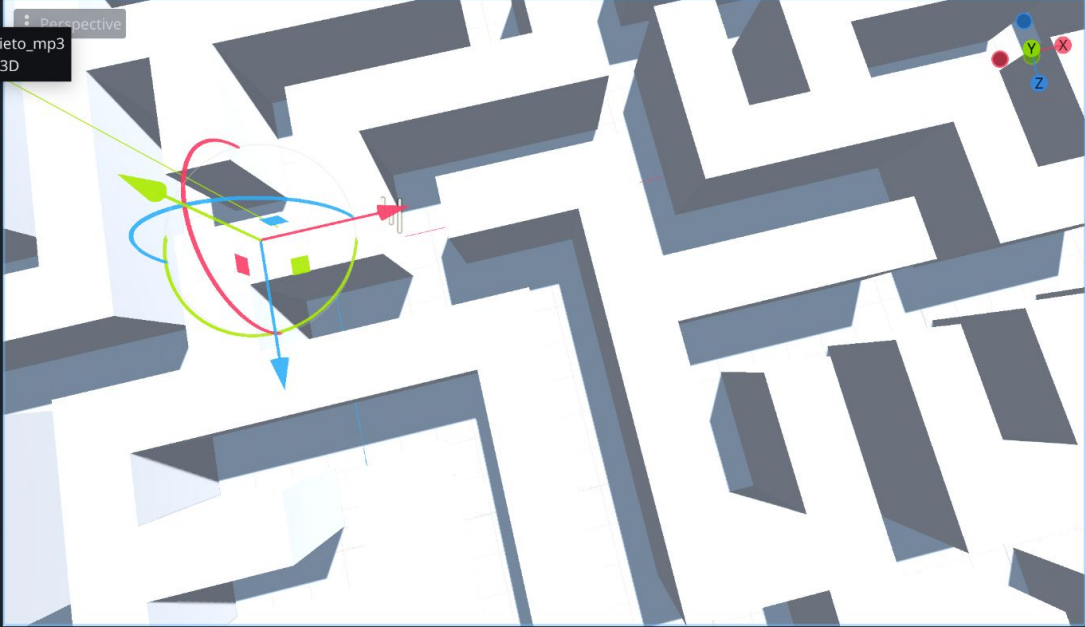
Inspector

Node

- 1 - close-your-ey... doc

Filter Properties

- Node3D
 - Transform
 - Visibility
 - Node
 - Process
 - Editor Description
 - Script <empty>
 - + Add Metadata



--- GDScript Language server started on port 6005 ---

- core/io/image_loader.cpp:101 - Error loading image: res://be495917-8d18-4d9c-8ca0-14e4e3bc7601_GridMaterial_BaseColor.jpg
- Error importing 'res://be495917-8d18-4d9c-8ca0-14e4e3bc7601_GridMaterial_BaseColor.jpg'.

Translate
Scene Undo: Translate
Rotate
Scene Undo: Rotate

- core/io/image_loader.cpp:101 - Error loading image: res://be495917-8d18-4d9c-8ca0-14e4e3bc7601_GridMaterial_BaseColor.jpg
- Error importing 'res://be495917-8d18-4d9c-8ca0-14e4e3bc7601_GridMaterial_BaseColor.jpg'.

Filter Messages

6

4.2.2.stable.mono

the starting point was to create a work
primarily navigable by listening

I began writing about time itself

and plundering my own audio archive

the archive recordings made me reflect
on life past, leading to more writing

I placed the writing and the sounds in the
maze in ways that would create
dialogues between them

the performative writing approach

I cannot control when the person “walks” past
any given sound, therefore:

I decided to write in loops

but as I recorded the loops, I started
improvising changes

you close your eyes, even though you don't need to. You walk, or at least you pretend to walk and peek around the corner. Listen, I mean to what you might hear around the corner. The sound corners you in and you listen to what you peek around the corner. Time, yes, it already started, what does it matter? It comes around again, around the corner and you hear it again. I hear it again, just around the corner. Sounds like something else and I have to move, to hear it, to listen to it, because time hardly travels around the corner. Diffracted, it propagates around obstacles, much like sound. Imaginary obstacles in time, diffracted as it moves around obstacles. Memories, a dead end, and I pause to listen and I try to remember. Then I close my eyes, even though I do not need to.

Find *Time, diffracted* on my website
in July of 2024:

<https://terhimarttila.com/time-diffracted>

Time, diffracted

Terhi Marttila, ISEA 2024

a full video traversal of *Time, diffracted* (2024)
as in the video art program at ISEA 2024.

>> <https://youtu.be/ADJU-Imp7no>

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