

**Cap15 map-stream:**

A stream is placed outside, at CAP15 in Marseille, a place where artists work and live. The sound is transformed with a Pure Data patch. Each sound which exceeds some level is recorded as a sample. There is 200 samples possibilities. Each sound has an envelope, an attack and a decay, and are played randomly.

After 200, samples are erased, and that starts again. This stream is like an architecture of the place, which grows and decreases, as a regular breath.

Here, pieces of the stream are took away, during one evening, and recomposed.

Like a non-material meta-architecture which create possibilities of new spaces.

**Micro-tragédie (scène de genre):**

It's the same process than in CAP15 map-stream, but one day long. The presence of the stream brings to listen it, each day, several times a day. It creates a specific sound, like a personality. An event in the place changes the stream, and stimulates imagination and creativity. Sounds in stream are like a fabric, with folds. There is story, or tales, or theory in it, hide, or not.

**Croisées:**

During ways of high-speed trains, records give a matter for a piece made entirely in the train, with the laptop microphone. Each way, approximately three hours and half, is different. Here, trains which crossing is the event, and gives the rythm of the piece. Sound is embroidered, woven around that.

**Tgvox-Annonce:**

Here, it is the event of an advertisement in the train which requires a doctor which is the pretext of the piece.

**Soundlabo2:**

The principle of a widened laptop orchestra is explored. Each member of Locus Sonus brings its know-how and its questions. Together, we tried to explore a new territory. With electronic sound, max/msp and pure-data patch, vinyls sounds, voices recorded, read on line, read by the laptop, and hf microphone.