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Titolo	A Philosophy of Ambient Sound : Materiality, Technology, Art and the Sonic Environment // by Ulrik Schmidt
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Collana	Palgrave Studies in Sound, , 2633-5883
Disciplina	121.35
Soggetti	Science—Social aspects Music Culture Sound Studies Science and Technology Studies Sociology of Culture
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Nota di contenuto	Introduction -- PART 1: FIELDS -- Effects of Being-in -- Environmental and Surrounding Sounds -- Field Effects -- PART 2: STRATEGIES -- Sonic Mediatization -- Synthetic Strategies -- Ambient Sound Design -- PART 3: FRAMES -- Staging Ambient Listening -- Architectures of Acoustic Immanence -- Amplified Surrounds -- Mobile Infrastructures of Everyday Listening -- Epilogue. Generic, Inattentive, Asocial.
Sommario/riassunto	This book presents the first book-length study of ambient sound as a key issue in sound studies and sonic philosophy. Taking a broad, media-philosophical approach, it explores ambient sound as a basic dimension of the sonic environment, sonic technologies, sonic arts and the material staging of listening. Through analyses of key concepts such as surroundability, mediatization, immanence, synthezation and continuous variation, the book elucidates how ambient aspects of sound influence our conceptions of what sound is and how it affects us by exposing sound's relation to basic categories such as space, time, environment, medium and materiality. It also illuminates how the strategic production of ambient sound constitutes a leading aesthetic

paradigm that has been a decisive factor in the shaping of the modern sonic environment – from key developments in experimental and popular music, sound art and cinematic sound design to the architectural-technological construction of listening spaces in concert halls and theaters and in current streaming infrastructures, digital surround sound and the everyday aesthetics of headphone listening.

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