

idee und k l a n g

Idee und Klang is a young and innovative company. Our top priority is to create first-class audio design covering the full spectrum from sound to music . We create audio designs that transfer the principle of alchemy into the world of sound, allowing musical, technical and dramaturgic expertise to merge into a single product.

The results are complete audio concepts for various fields of media.

creations

Sound and audio design for film, music and theatre

Sound installations and acoustic environments

Composition and music production

Musical layout (trailers, jingles etc.)

for radio, TV, cinema and web

Software programming for interactive installations and sound design

Acoustic branding for companies and stores

Audio engineering (recording, mixing & mastering) and studio consulting

team

Idee und Klang is a collective of independent artists, composers and audio designers. Ramon de Marco and Daniel Dettwiler are the co-founders and make up the core-team of the company. They are also the company's business managers and are available for hands-on customer care.

A team of freelance artists from our collective will be pooled to meet an individual product's needs. A typical Idee und Klang project will go through the hands of multiple experts and this enhances the quality of the final product.

laboratory

In order to achieve the high standards we require of sound quality, Idee und Klang work in a modern, fully digital sound studio with a first-class selection of equipment at our disposal.

contact

Idee und Klang gmbh audiodesign
dornacherstrasse 192
ch-4053 basel
switzerland

fon +41 61 331 57 23

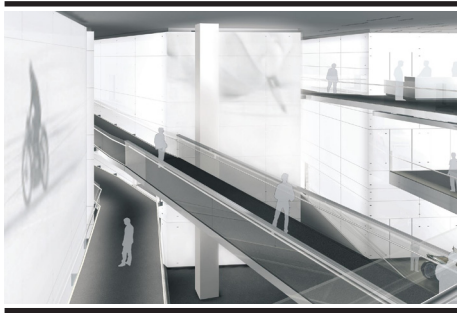
ax +41 61 331 57 25

mail@IdeeundKlang.com

www.IdeeundKlang.com

On the following pages we present a selection of our projects and hope they will give deeper insight into our world of audio design.

BMW MUSEUM
AUDIO DESIGN FOR MUSEUMS
 Acousmatic Installation

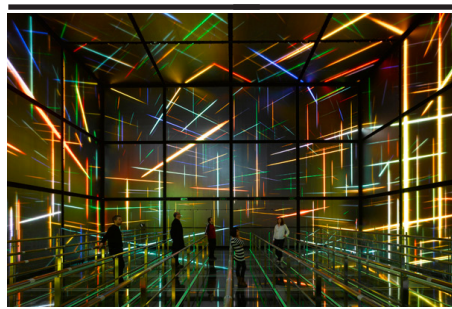


The BMW museum in Munich serves an exhibition concept which orchestrates the architecture, the creation and the media design to a whole staging all around the history of the brand BMW.

For the audiodesign the proposal from Idee und Klang was chosen: composed for the space, subtly composed sound sculptures which harmonise perfectly with architecture and media installations. A modern sound system AROS III with over 900 loudspeakers in total orchestrates the space.

Example on Videodemo CD

MAGIC BOX
 720 SOUNDTRACK
 EXPO 2010 SHANGHAI
 Composition and Realisation



Idee und Klang realised a multichannel composition for the Magic Box, a pavilion from the Chinese energy company State Grid for the EXPO 2010 in Shanghai.

Magic Box is the biggest 720 installation worldwide. All four walls, ceiling and floor are completely covered with LED screens and speakers, transporting the audience into a 3-dimensional experience.

Idee und Klang developed a unique specialization software, in order to orchestrate the music in a 21.2 format.

Example on Videodemo CD

T-GALLERY
 FORUM FOR THE FUTURE
 DEUTSCHE TELEKOM
 Composition and Audio Design



With the T-Gallery's re-opening and redesign the German Telekom is presenting its Future-forum. Here the Telekom-vision of tomorrow's connected life and business becomes reality.

Idee und Klang, on behalf of ART+COM, designed various acousmatic soundscapes and an innovative sound design: At first, the visitor gets an impression on current trend exposures through a consumer's point of view, with help of an spacially orchestrated media experience. Various daily situations are enhanced by a three-dimensional acousmatic installation - for e.g. walking down a street, taking the train or driving a car.

LOUIS VUITTON
 EVENT OF A SPECIAL KIND
 Multichannel Sound Design



The famous Parisian fashion label celebrated its 150th anniversary. For this event an exclusive show was conceived for prominent guests in the cities of New York, Hong Kong and Tokyo. The show consisted of a film in high-density format, projected onto a 36-meter-wide screen (directed by Alfio Pollazzi, Italy) with inserted theatre elements and special effects (directed by Mike Mizrahi, New Zealand).

Idee und Klang was responsible for the sound design of the show, which was conceived and mixed in the format 7.1. As audio designers, we had the task of making the animations and theatre elements appear more 3-dimensional, so that the show became an in-depth experience!

DIALOGS

AUDIOVISUELL INSTALLATION
Conception and Realisation

Dialogs represents a hypothetical conversation between a man and a woman inside a museum.

Each participant's point of view is represented by a luminous display composed of a series of interlocking, fragmented panels that explode within the space dilating perspective. To understand the two different points of view, visitors must position themselves in a precise point in front of the display, whose panels are composed of consecutive letters and therefore words and phrases that express the opinion of the character. Every display is also connected to an audio system that exaggerates the characteristics of distortion and incomprehension of the dialog between the couple.

Exhibitions: Kunstmuseum Basel,
January 2005 / Experimentadesign
Lisbon, October 2005 / Centre
Pompidou Paris, October 2006

Example on Videodemo CD

GLENN GOULD

A PLAY BY HEINER GOEBBELS LIVE
Electronics and Sound Design



This play was an exciting new challenge for us. Noises produced by actors on a stage were to be instantaneously converted into electronic music and sound. An example of our solution was to attach a contact microphone to the floor of the stage to pick up the sounds of the steps of a dancer. These steps were multiplied live, electronically to create a sea of step noises. The sounds were then transformed into the sound of a crackling fire and finally dissolved into a graceful concluding harmony.

In one of the scenes an artist films his face with a high-resolution camera. This was projected in realtime to a screen on stage.

Example on Videodemo CD

ULTRAMORPH

A LIVE PERFORMANCE
Concept and Implementation



The idea behind Ultramorph was to develop an all-surrounding, audiovisual environment, which analyzes how we experience something and what it is we believe to have experienced. With video animations, sound design and Musique Concrète, Ultramorph plays with experiencing perspectives and the perspectives of experiencing.

A screen system consisting of two criss-crossing, half-transparent surfaces was developed. The projections from two video beamers onto each of these surfaces made all-round visibility possible.

For this we developed a fitting sound concept that enabled synchronization to the movements in the video in all 3 dimensions.

Ultramorph is made to function in both a concert situation and as a sound installation and premiered in the Italian Cultural Institute in London in 2002, in collaboration with Fabrica (the communication research center of Benetton, I).

Example on Videodemo CD

SKAMANDER

A WATER AND UNDERWATER OPERA
Audio Design



Composers of New Music are often unaware of the wide range of possibilities for creating new sounds and expression using the new instrument we call electronics. Their instructions to the audio designer are therefore often of a musical nature. As audio sound designers, we can interpret these instructions into the world of sounds using our own artistic taste and can take an active part in influencing the composition.

Skamander, was a particularly fastidious concert, a water and underwater opera by Beat Gysin, which took place in the indoor swimming pool Rialto in Basel. The audio design consisted of various multi-track tape elements and live electronics, both played through a 40-channel loudspeaker orchestra.

...for the first part of the piece the audience sat around the pool. The second part was experienced in body temperature water inside the pool. One lay relaxed on two flotation devices, one's head supported by one of the musicians, who alternately dipped one or both ears under water, where sounds were transported via underwater loudspeakers to the eardrum. In combination with the complex loudspeaker orchestra above water, it created a completely new hearing experience, where two sound worlds (over and underwater) harmonized perfectly with one another... (Basler Zeitung)

CRICKETS ON MY BACK
SOUNDINSTALLATION
Concept and Realisation



A sound installation is a piece of music or sound sculpture created for a specific space wherein the concept of time as an element of design is irrelevant.

We composed and implemented one such sculpture, *Crickets on My Back*, for Benetton at the inauguration of the new Tadao Ando building of Fabbrica in Treviso, Italy. The installation took place in two, architecturally unusual rooms. In the first room (left photo) we created a mystical, subtle world of sound, which came as if from nowhere. In the second room (right photo) we were concerned with creating a poetic connection between the music and the architecture. Eight loudspeakers, fastened to moveable stands, produced a gently woven sound blanket.

... the walls sang their very own song of complaint... (Giornale Venezia)

Example on Audiodemo CD

HEINRICH LEBER IN DER LUFT
CINEMA DOCUMENTARY
Composition



Heinrich Leber is a performance artist. The documentary *Leber in der Luft* accompanies him on his trips and portrays his work. His interventions in public spaces amaze spectators. His actions transfer the state of the reality and the perception of the audience into a temporary abeyance. The music to the film takes over an important function. It reacts thematically to Leber's work. The game with words and language, the waves and rhythms from layered voices are recorded and played back. They result in a musical texture. The borders between tone and music become blurred, like the borders of the perception in Leber's performance.

Example on Videodemo CD

THE WORLD QUINTET
(FEAT. HERBERT GR NEMEYER)
CD-Production



Idee und Klang provides complete solutions for CD productions from recording to mixing to mastering. It is important to us to work from the start on customized concepts for our clients. Often we prefer mobile technology to that of a recording studio. The advantage is that acoustically good locations can be found, ones that optimally fit the music and the musicians.

One example of an interesting engineering project was for the song *Trauer* by David Klein sung by Herbert Grönemeyer for the CD *The World Quintet*. An orchestra and piano accompanied the piece. We recorded it in the legendary Abbey Road Studios, where the London Mozart Players interpreted the score arranged by Olivier Truan. During the mixing we created an intimate, warm-sounding acoustic experience, in which one forgets that the music is coming from only two loudspeakers.

Our studio has a first-class selection of equipment, including: 4 Brauner VM1 and an AKG C-12 microphone, a Massenburg preamplifier, Lexicon reverb devices (960L), TC (system 6000) and Sony (2 sampling reverb DRE-S777s). Our recording system is the new ProTools HD

Example on Audiodemo CD