

and its related audio work presented to Ars Prix Electronica called:

"SCOTCH MONSTERS"

Description

The Revisionland project is layered with several ideas that push and pull at each other. The first idea was of the full size English Garden in the gallery, with mushroom shaped speakers buried in the dirt playing a multichannel audio work that would blend the reality and fantasy of the site. Next came the revision of the audio piece so it could go out into other listening spaces instead of keeping it tied to the garden. With the slow addition of web specific words and images, as well as future plans to reconstruct the garden, this piece is growing up and out.

Here are the core ideas tugging around the organic digital broth :

Landscape.

Colonialism, foot and mouth (foot in mouth?)

Myth, slipping yet surviving in the cracks.

Complaining, loving and rejoicing. (As seen in the traditional subjects of Celtic Music: "lament", "ballad", "jigs" and "reels")

Outline of the Revisionland project.

1. The full installation located in the Changing Room, Scotland November to December 2001.
2. The revised audio work, here presented to Ars Prix Electronica as a CDr. This piece will later be released as a 12" vinyl record on Bottrop Boy of Germany. Along with our CDr, we hand painted the package as a further edition to the project and how it could react to situations such as this contest itself. By using oil paint that will soak through and rot the paper in a few years, we are making a unique lifelike object with "aura" as opposed to sending the Ars Prix jury the mass produced cover that most digital music comes prepackaged in.

"Scotch Monsters".

The elements of this audio piece are as follows:

1. Recordings of wind, rain, rocks, dogs, birds, people on the beach, rivers, and mountains from Perthshire, Clackmannanshire Coast, Alos, Dollar Glen, Stirling, and Glasgow, Scotland.
2. Recordings from the gallery: rock path, fountain, and the opening night accordion player
3. DSP and multitrack composition in an abstract story-telling format, organic digital processing, divided into two tracks:
 - a. **Earth** Spirits.
 - b. **Water** Spirits.

All information about Scotch Monsters taken from the online homepages of hundreds of Scottish- American, Scotland Heritage aficionados. We chose Scottish Monsters which have specific sounds warning of their presence. Full "monster" information is available on the insert located within the CDr package.

The composition and technique of both the installation itself and the audio on the CD springs from our wish to combine old and new ideas into a comprehensible whole. Concrete, DSP, some improvisation at times, and meditative compositional techniques are all employed as necessary. Despite so many elements, the audio work is actually quite simple and concise. That is, the process takes a conceptual beginning, uses formal sculptural/computer audio techniques to flesh out the actual details, and finally the presentation is a hybrid state of audio, text, image, and imagination that is computer, fantasy, real life, and **a total lie**, like any contemporary tale ought to be.

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SIDE A- EARTH SPIRITS:

1. **HENKIES:** NICKNAME GIVEN TO SHETLAND TROWS. THEY ARE SMALL, GROTESQUE PEOPLE WHO LIMP (OR HENK) WHEN THEY WALK. THEIR MUSIC IS CAPTIVATING BUT THEIR DANCING IS ODD - THEY CLASP THEIR HANDS AROUND THEIR KNEES. THEY CONJURE UP STORMS BY THEIR RESTLESSNESS. THE WEATHER IS ONLY FINE WHEN THEY ARE ASLEEP.
2. **THE RED CAPS:** SMALL DWARFS WITH RED EYES AND RED CAPS. THE RED CAPS' MAIN OCCUPATION IS COLOURING THEIR CAPS, WHICH THEY DYE WITH HUMAN BLOOD. AS SOON AS THE BLOOD DRIES AND THE COLOUR FADES, THE RED CAPS LOOK FOR NEW VICTIMS. THEY ALSO FORETELL DISASTERS BY MAKING A LOUD NOISE LIKE THE BEATING OF FLAX.
3. **BOGGIE:** ALTHOUGH THEY TRY TO MOVE WITH ATTEMPTED STEALTH, THEIR CLUMSINESS BETRAYS THEIR PRESENCE WITH THUMPS, CREAKS AND SCUFFLES.
4. **THE LITTLE WASHER OF SORROW:** SHE IS SOMETIMES CALLED THE LITTLE WASHER AT THE FORD. SHE CAN BE HEARD WAILING BY THE RIVERSIDE AS SHE WASHES THE CLOTHES OF THE MAN DESTINED FOR DEATH.
5. **BAISD BHEULACH :** A SHAPESHIFTING DEMON WHO HAUNTED THE ODAIL PASS ON THE ISLE OF SKYE. SOMETIMES THEY TAKE THE SHAPE OF SHEEP. ITS HOWLS CAN BE HEARD IN THE NIGHT.
6. **FAIRIE HUNTERS:** FROM THE MOUNTAINS, MIXING WITH THE TRAMP OF HORSES, THE MUSIC OF THE HORN, AND THE CHEERING OF THE HUNTSMEN, YOU CAN HEAR A CREW OF THIRTEEN FAIRY HUNTERS, DRESSED IN GREEN. THE SILVER BOSSES OF THEIR BRIDLES JINGLE IN THE NIGHT BREEZE
7. **TROOPING FAIRIES:** SCOTTISH ELVES WHO DANCE IN GROUPS. YOU KNOW THEY ARE APPROACHING BY THE SOUND OF THEIR LITTLE BELLS.
8. **FEAR LIATH MORE:** FEAR LIATH MORE OR THE GRAY MAN, IS A CREATURE SAID TO HAVE INHABITED THE VICINITY OF THE SUMMIT CAIRN OF BEN MACDHUI, ONE OF THE SIX PEAKS OF THE SCOTTISH CAIRNGORM MOUNTAINS. THE GRAY MAN IS IDENTIFIED AS A PRESENCE ENCOUNTERED BOTH PHYSICALLY AND PSYCHICALLY, AS WELL AS A HIGH PITCHED SOUND, OR THE SINGING AS IT IS SOMETIMES CALLED.

SIDE B- WATER SPIRITS:

1. **SELKIES:** THE MALE SELKIES CAUSE STORMS AND TURBULENCE TO WRECK SHIPS AND OVERTURN THE BOATS OF SEAL HUNTERS AND FISHERMEN. THEIR STRENGTH COMES FROM THE SMALL BELL SHAPED WATER FUNGUS THEY EAT.
2. **DUNTERS:** THOUGHT TO COME FROM THE SEA, DUNTERS HAUNT THE OLD PEEL TOWERS AND BORDER KEEPS ON THE SCOTCH-ENGLISH BORDER. THEIR PRESENCE IS KNOWN BY THEIR FREQUENT THUMPING NOISE. IT IS SAID THAT WHEN THE THUMPING NOISE GROWS LOUDER IT IS AN OMEN OF DEATH OR MISFORTUNE. (OFTEN RELATED TO ENGLISH COLONIAL ACTIVITY.)
3. **THE BLUE MEN OF THE MINCH :** THEY LIVE IN CAVES UNDER THE WATERS OF THE MINCH, THE CHANNEL THROUGH THE "CHARMED ISLANDS" OF THE HEBRIDES. THE CHANNEL IS ALSO CALLED THE "CURRENT OF DESTRUCTION," BECAUSE THEY SAY THE BLUE MEN STIR UP THE WAVES BY THEIR INCESSANT SWIMMING. THE BLUE MEN MAY ATTACK SHIPS OR SAILORS WHO HAVE MISTREATED THE SELKIES AND OTHER SEAFOLK.
4. **EACH-UISGE -** THE NAME FOR THE HIGHLAND SUPERNATURAL WATER HORSE, SUPPOSEDLY THE MOST DANGEROUS OF THE SCOTTISH WATER DWELLING CREATURES. THE EACH UISGE HAD THE ABILITY TO SHAPE SHIFT, AND COULD DISGUISE ITSELF AS A FINE HORSE OR PONY. IF A MAN WAS TO MOUNT THE HORSE, IT WOULD IMMEDIATELY SET OFF INTO THE DEEPEST PART OF THE LOCH, THE RIDER BEING UNABLE TO FREE HIMSELF BECAUSE OF THE ADHESIVE QUALITIES OF THE CREATURE'S SKIN. ONCE DEEP UNDERWATER, THE UNFORTUNATE VICTIM WOULD DROWN, AND BE DEVoured COMPLETELY APART FROM THE LIVER, WHICH WOULD FLOAT ASHORE, A SURE SIGN THAT THE WATER HORSE HAD CLAIMED ANOTHER VICTIM. WARNED TRAVELERS LISTEN FOR THE ONLY SOUND WHICH BETRAYS THAT THIS "HORSE" IS IN THE VICINITY: THE RATTLING OF THE CHAINS WITH WHICH THE SPIRIT IS COVERED.
5. **NUCKELAVEE :** THE MOST GRUESOME MONSTER OF THEM ALL. A HORRIBLE MONSTER WHO CAME OUT OF THE SEA, HALF-MAN AND HALF-HORSE, WITH A BREATH LIKE PESTILENCE AND NO SKIN ON ITS BODY, LEAVING ITS INNER WORKINGS Oozing AND ON DISPLAY. THE ONLY SECURITY FROM IT WAS THAT IT COULD NOT FACE THE SOUND OR THE SIGHT OF RUNNING WATER. HE MAKES AN AWFUL ROARING SOUND THAT CAN BE HEARD MILES AWAY.

SCOTCH MONSTERS BY ALEJANDRA AND AERON

RECORDINGS MADE IN STIRLING, GLASGOW, DOLLAR GLEN, ALOA, PERTHSHIRE, CLACKMANNANSHIRE COAST, AND A FEW UNKNOWN STOPS ALONG THE WAY: SCOTLAND. THIS IS THE FINAL AUDIO REVISION FROM THEIR INSTALLATION:

"REVISIONLAND"

AT THE CHANGING ROOM GALLERY, STIRLING, OCTOBER 2001 (SPONSORED BY THE SCOTTISH ART COUNCIL). ALL INFORMATION TAKEN FROM THE INTERNET FROM THE SITES OF SCOTTISH-AMERICAN HERITAGE AFICIONADOS. THANKS TO DISKONO, KIRSTEEN, ROBERT, AND THE THUMPING DUNTERS.