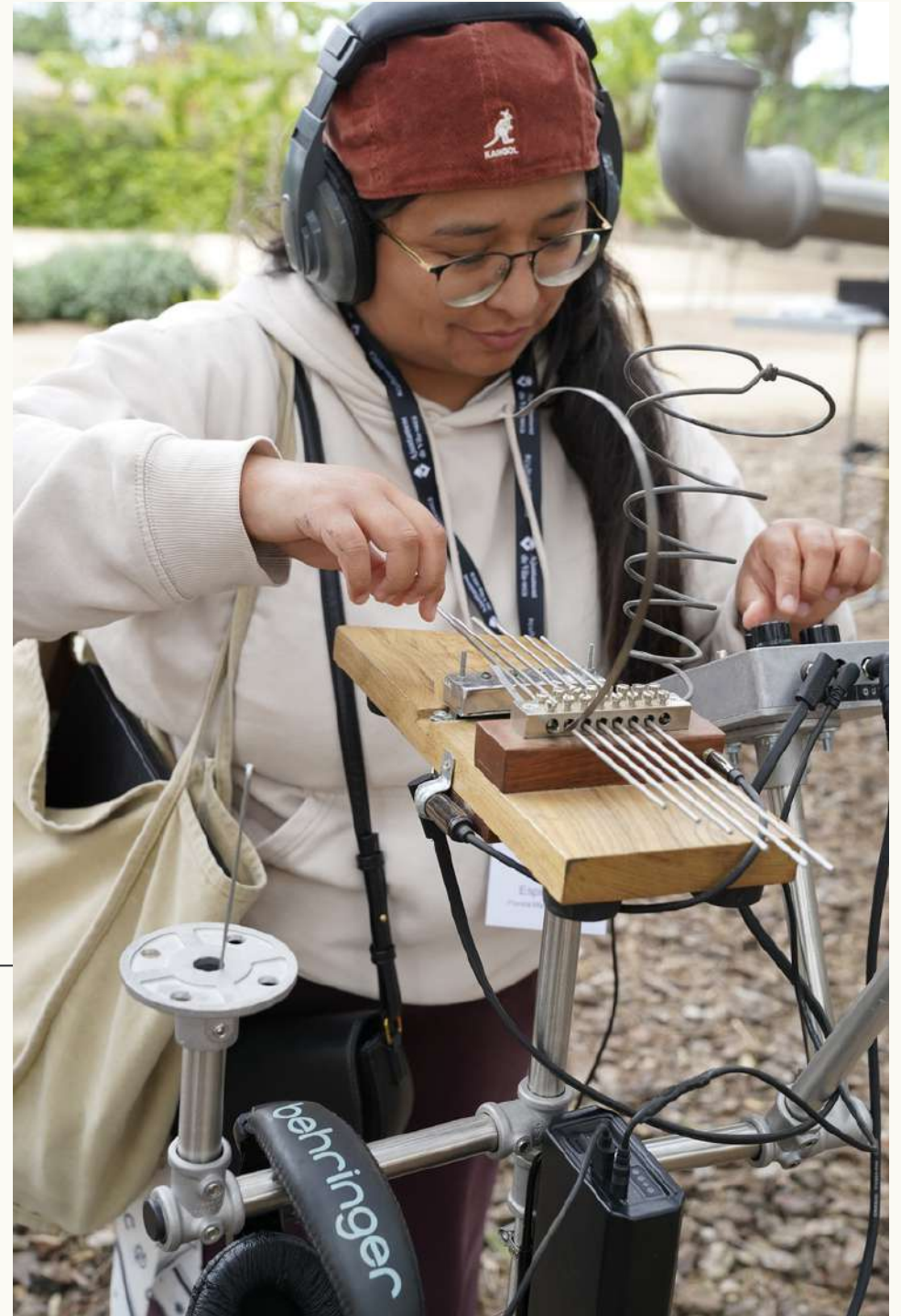


# Chaos Lab

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LA CRESTA





# ARTWORK DESCRIPTION

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Chaos Lab is an interactive sound installation where the audience experiments with custom-built electroacoustic instruments. Each instrument plays independently and can be explored individually or in pairs through headphones, creating an immersive and personalized experience. In addition, participants can modulate the sound in real time using effect pedals, altering its texture and opening up new expressive possibilities. This proposal is an evolution of the Chaos Machine installation, but here the collective dialogue is fragmented into multiple parallel narratives. The space becomes a sound laboratory where every action has unique consequences, reinforcing the connection between chaos and creativity. Improvisation remains the driving force of the project, shaping a sonic landscape in constant transformation.

# STATEMENT OF PURPOSE

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Chaos Lab is born from a fascination with chaos as a generative and unpredictable force. In an interconnected world, every action, no matter how small, can trigger unexpected consequences. This installation brings that idea into the sonic realm, inviting the audience to immerse themselves in a space where experimentation and improvisation become the common language.

The project breaks away from the notion of absolute control and opens a space for play, listening, and dialogue with the unexpected. Every sound and every interaction form part of a sonic mosaic in constant transformation, where the individual and the collective meet in a fragile yet vibrant balance. Chaos Lab is an invitation to let go, to explore the boundaries between chance and intention, and to discover new forms of complicity through sound.

This installation follows the creative line of La Cresta, a company that investigates the interplay between sound, space, and collective participation. With projects such as Orkestrònia and Chaos Machine, the company has developed immersive proposals that transform the way audiences experience music and sound creation. Chaos Lab continues this exploration, delving into individual and paired interaction to expand the possibilities of sonic dialogue.



**FIM Festival de Vilasseca**



Chaos Lab\_estrena al FIM Festival de Vilasseca

# THEORETICAL REFERENCES – MUSIQUE CONCRÈTE

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Chaos Lab connects directly with the principles of musique concrète, a movement that emerged in the mid-20th century under the direction of Pierre Schaeffer. This discipline is based on the manipulation of recorded sounds, often drawn from everyday environments, to create new musical forms. Its essence lies in careful listening and in perceiving sound as an entity in itself, independent of its source or original context.

In Chaos Lab, this approach is translated into an interactive and immersive format. The installation's instruments function as generators of raw sonic material, open to exploration without the need for conventional musical language. The audience becomes both performer and composer, intuitively playing with sounds and creating soundscapes that are in constant transformation.

Just as musique concrète challenged traditional notions of musical composition, Chaos Lab questions the role of listener and performer, dissolving the boundaries between creator and spectator. In this space, sound ceases to be a fixed entity and becomes living matter—mutable and unpredictable—true to the experimental spirit that gave birth to musique concrète.



*Pierre Schaeffer- Pupitre d'espace-MERLIER-2009*

# ARTISTIC REFERENCES

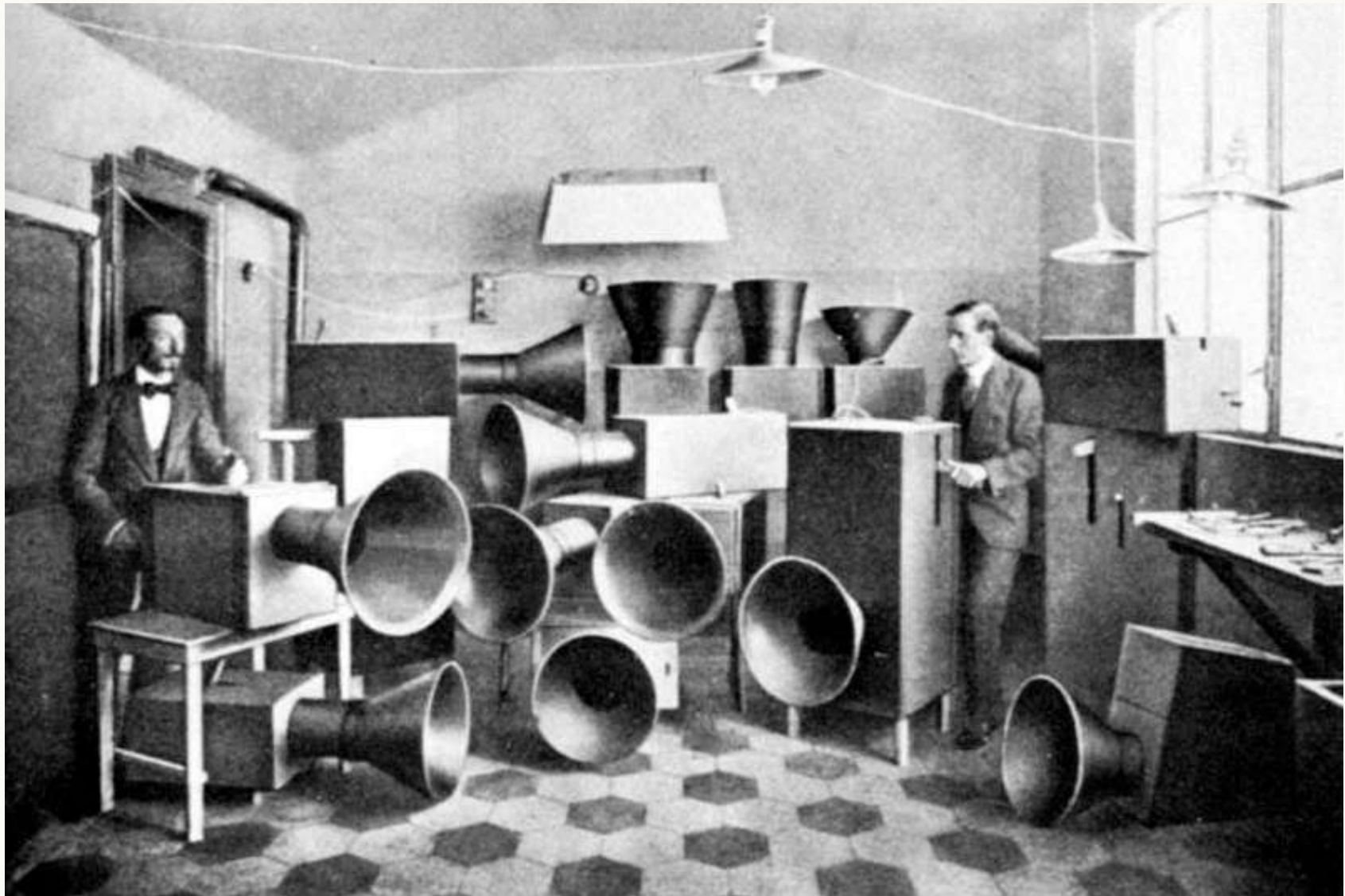
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Chaos Lab is fully situated within the field of sound art, a domain that explores sound as artistic material beyond the boundaries of traditional music. Unlike conventional compositions, sound art often emphasizes space, perception, and interaction—elements that also define the experience of Chaos Lab.

This installation invites the audience to become active participants, manipulating custom electroacoustic instruments to generate a sonic environment in constant transformation. In this sense, it connects with sound art practices that seek to break away from the passivity of the listener and immerse them in an experiential setting. Improvisation and chance, essential elements of Chaos Lab, resonate with the explorations of artists such as Max Neuhaus or John Cage, who questioned the relationship between sound, space, and audience.

# SOUND ART

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Luigi Russalo - *Intonarumori* - 1914

# SOUND ART

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John Cage - 1920

# ELEMENTS OF THE INSTALLATION

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- 10 instruments
- 20 headphones
- 10 pedals d'efecte
- different percussion elements

# TECHNICAL REQUIREMENTS

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- Minimum required area: 100 m<sup>2</sup> of flat ground, free of obstacles.
- Vehicle access to the setup area.
- Reserved parking space for the vehicle (7 linear meters).
- Setup and unloading: 60 minutes.
- Dismantling and loading: 60 minutes.
- Supervision by the organizers during non-performance hours.
- In case of rain, outdoor performances are not possible.



# STATEMENT

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Chaos Lab is part of the artistic trajectory of Àlex Rigol, creator and leader of the company La Cresta, whose work focuses on exploring interpersonal connections and collective creative potential.

His practice oscillates between experimentation and reflection, using installation, performance, and sound art to address collective dynamics and question the relationship between the individual and the group.

His work also reflects an interest in combining artisanal techniques with technological innovation. The creation of instruments using materials such as wood, iron, and electronics shapes a unique sonic universe, where each element contributes to an experience that is simultaneously sensory, playful, and conceptual.

# SELECTED PROJECTS\_ÀLEX RIGOL

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Chaos Machine . **Fira Tàrrega de Teatre al carrer**, Tàrrega. 2024

MA 間 . **Ombra Festival**, Bcn 2024

Oscil·lòpsia . **Exabrupto**, Moià 2023

Psiquisme hidratant . **Malpaís**. Bcn 2023

Orkestrònia . **MAC** . Bcn 2023

MA 間 . **Roca Umbert**, Granollers 2023

Oscil·lòpsia . **Drap-Art**, Bcn 2022

Orkestrònia . **GREC**, Bcn 2021

# CONTACT

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Thank you for taking the time to explore this project.



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